

CHEAT CODES YOU WON'T FIND ON THE INTERNET

GRAN TURISMO™ 4

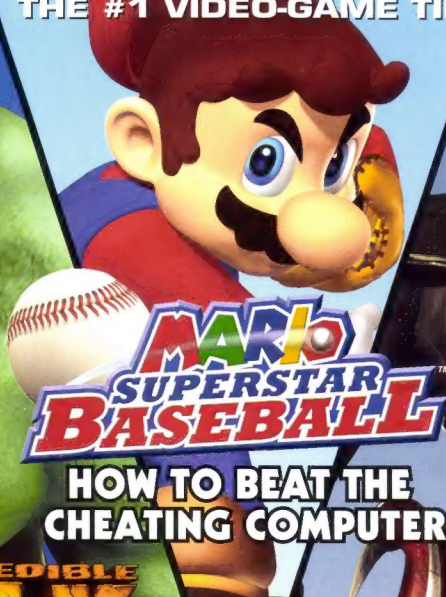


**WHICH PS2
PERIPHERAL
UNLOCKS THIS
SECRET CAR?**

TIPS & TRICKS

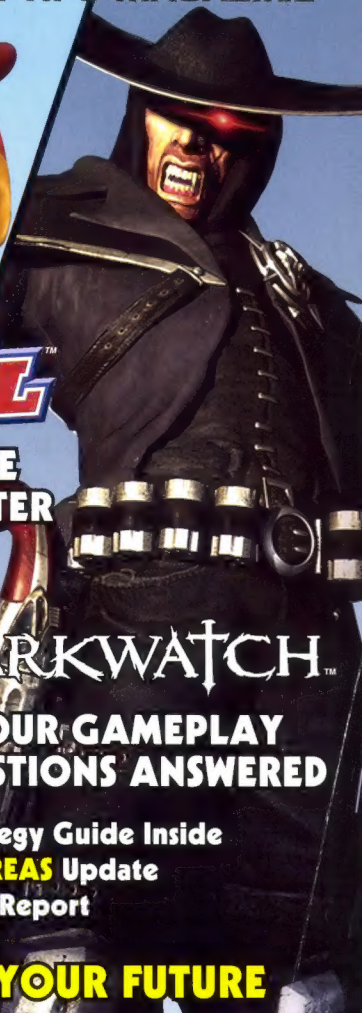
OCTOBER
No. 128
2005

THE #1 VIDEO-GAME TIPS MAGAZINE®



**MARIO
SUPERSTAR
BASEBALL™**

**HOW TO BEAT THE
CHEATING COMPUTER**



DARKWATCH™

**YOUR GAMEPLAY
QUESTIONS ANSWERED**

**THE INCREDIBLE
HULK™**
ULTIMATE DESTRUCTION™
**COMPLETE STRATEGY
+ ALL THE CODES**

INDIGO PROPHECY 8-Page Strategy Guide Inside
GRAND THEFT AUTO: SAN ANDREAS Update
CLASSIC GAMING EXPO Special Report
SOCOM 3 Online Sneak Preview
23 SELECT GAMES IN YOUR FUTURE

OCTOBER 2005

\$5.99 U.S./\$7.99 CANADA



www.tipstricks.com



Team up with over **175** characters...

...explore a **living. breathing** world...

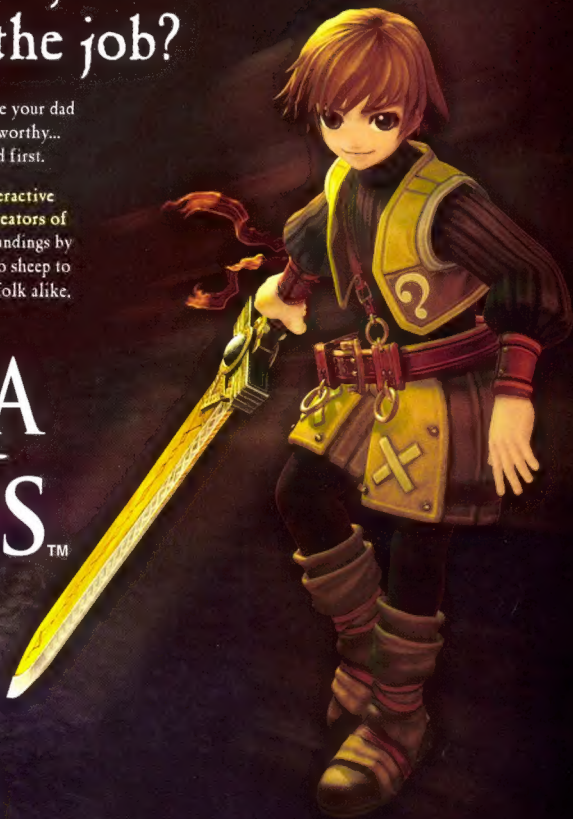
...save your kingdom from certain **destruction.**

How's that for your first week on the job?

You only got into the Radiata Knights because your dad was famous. You just might prove yourself worthy... if your smart mouth doesn't get you killed first.

Dive headfirst into a highly detailed, interactive world that could only be realized by the creators of the *Star Ocean*™ series. Explore your surroundings by kicking everything in sight, from furniture to sheep to people. Pick fights with monsters and townsfolk alike, but choose your battles wisely.

RADIATA STORIES™



Available Now!



Convince over 175 brave souls to risk life and limb for your cause



Meet all sorts of eccentric characters along your journey



With the innovative Link System, coordinate your party members and unleash devastating team attacks in fast-paced, real-time combat



Explore a fully interactive and animated environment



Fantasy Violence
Language
Suggestive Themes
Use of Drugs and Alcohol

SQUARE ENIX

www.square-enix.com
Published by Square Enix, Inc.

© 2005 SQUARE ENIX CO., LTD. All Rights Reserved. Developed by tri-Ace Inc. RADIATA STORIES, SQUARE ENIX, and the SQUARE ENIX logo are trademarks of Square Enix Co., Ltd. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment, Inc. The ratings icon is a trademark of the Entertainment Software Association.

PlayStation 2



Contents

OCTOBER
No. 128
2005

ON THE COVER: THE INCREDIBLE HULK: ULTIMATE DESTRUCTION © 2005 Universal Interactive, Inc. All rights reserved. THE INCREDIBLE HULK TM & © 2005 Marvel Characters, Inc. MARIO SUPERSTAR BASEBALL ©2005 Nintendo. ©2005 NAMCO. DARKWATCH ©2005 High Moon Studios, Inc. All Rights Reserved.

Strategy Guides

  	The Incredible Hulk: Ultimate Destruction — 06
	by Josh Engel
  	Darkwatch — 16
	by Pat Reynolds
  	Indigo Prophecy — 24
	by Charlotte Chen
	Mario Superstar Baseball — 32
	by Geoff Arnold
  	Grand Theft Auto: San Andreas — 40
	by Pat Reynolds
	Halo 2 — 42
	by Mark Johnson












Previews

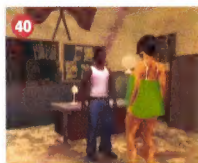
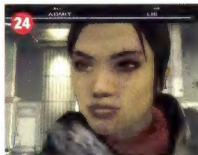
Select Game Previews — 44
Upcoming Game Release Calendar — 53

Departments

Reader Mail — 54
Your thoughts, comments and questions...and our responses to them
Gaming Gear — 55
The latest video-game hardware, accessories and peripherals
Online Gamer — 56
Get connected to the world of online console games
Gaming 2 Go — 58
Your source for mobile gaming news, previews and tips
Sports Desk — 60
News and notes from the wide world of sports video games
Japan Report — 62
The newest video games, hardware, toys and updates from Japan
Final Fantasy World — 64
Find out what's happening with Square Enix's Final Fantasy series
Collector's Closet — 66
How to build, maintain and preserve your video-game collection

Codes

  	PlayStation 2 — 68
	GameCube — 76
	Xbox — 84
	Game Boy Advance — 92
	Nintendo DS — 94
	PSP — 95
 	Action Replay/GameShark — 96
	Mystery Codes — 98



TIPS & TRICKS

Publisher
LARRY FLYNT

Chief Financial Officer
JIM CHAMBERLAIN

Corporate Vice-President
DONNA HAHNER

Vice-President, Administration
LIZ FLYNT

Editor in Chief
CHRIS BIELEK

Executive Editor
ANATOLE BROWN

Art Director
LISA BEATTIE

Senior Editor
CHARLOTTE CHEN

Associate Editors
GEOFF ARNOLD
JOSH ENGEL

Contributing Editor
PATRICK REYNOLDS

Contributors
ANDY EDDY
MARK JOHNSON
JEB HAUGHT

Copy Chief
PHILIP SANGUINET

Network Systems Director
ANDREA LANDRUM

Network Systems Administrator
LISA JONES

Production Manager
BRIAN STURZENACKER

National Advertising Director
BRIAN DUNN
(323) 961-7905
FAX: (323) 651-0651
(ADVERTISING INQUIRIES ONLY;
NOT A TIP HOTLINE)

Advertising Production Director
GINA J. LEE

Advertising Production Coordinator
WENDY CAMACHO

FOR SUBSCRIPTION INFORMATION,
CALL 1-800-621-8977
(SUBSCRIPTION INQUIRIES ONLY;
NOT A TIP HOTLINE)



Audit Bureau of Circulations
Member

Game rentals provided by
GAMEFLY
www.gamefly.com

Vice-President, Operations
GERRY AWANG

Vice-President, Sales & Marketing
JEFF HAWKINS

Vice-President, Human Resources
LYN HELLER

L.P.P., INC. DOES NOT ENDORSE AND
ASSUMES NO LIABILITY FOR ANY OF
THE PRODUCTS OR CLAIMS OF SERVICE
ADVERTISED IN THIS MAGAZINE.

THE KING OF FIGHTERS '94 RE-BOUNDED

THE FIGHTER THAT STARTED
AN ARCADE FRENZY
.... NOW ON YOUR XBOX®

CELEBRATING THE
ORIGINAL THE KING OF FIGHTERS,
COMES '94 RE-BOUNDED WITH NEW
FEATURES AND UPGRADED GRAPHICS.

LET THE FIGHTING BEGIN...AGAIN!!

XBOX LIVE® head-to-head fighting
and Tournament Mode.

24 classic SNK characters.

Play the original KOF '94 in NEOGEO mode



RATING PENDING

RP
Visit www.esrb.org or
call 1-800-771-3772
for Rating Information.
ESRB CONTENT RATING www.esrb.org

© SNK PLAYMORE
"THE KING OF FIGHTERS" is a registered trademark of SNK PLAY-
MORE CORPORATION.
Microsoft, Xbox, Xbox Live, the Xbox logos and the Xbox logos are
either registered trademarks or trademarks of Microsoft
Corporation in the United States and/or other countries and are
used under license from Microsoft. The ratings icon is a trademark
of the Entertainment Software Association.

ONLY ON
XBOX

XBOX

XBOX
LIVE
ONLINE GAMES

SNK
PLAYMORE
www.snkplaymore.com



THE INCREDIBLE HULK

ULTIMATE DESTRUCTION

STRATEGY
GUIDE BY
JOSH
ENGEL



Despite the fact that he doesn't really help people and his IQ is lower than a stapler's, the Incredible Hulk is arguably one of Stan Lee and Jack Kirby's most famous creations. In *The Incredible Hulk: Ultimate Destruction*, your task is simple: Destroy everything that stands between you and your goals. There are many ways to do what you need to get done, but we'll show you the best and most efficient ways to do it, along with plenty of other goodies.

WHAT'S THE STORY?



are two types of missions: Story and Challenge. The Story missions are linear, in that you must do them in a particular order, but how you complete them is entirely up to you.

Much like the *Grand Theft Auto* series, *Ultimate Destruction* is a free-roaming game. In other words, you decide when you want to accept a mission and when you want to just explore and smash.



Points, which can be used to buy bigger, better and—most importantly—cooler-looking moves.

Challenge missions, on the other hand, are best thought of as bonus missions, as they have no bearing on how the game's story unfolds. But they are a great way to rack up Smash



CONDITION: CRITICAL



to 11, in a way. After the meter is full, you'll go into Critical Mass, which is really where the fun starts. In Critical Mass, Hulk is *super* pissed, meaning he deals out even more damage than normal. And when you're in this state, you can unleash unbelievable Critical Mass attacks (sold separately at the church) that unleash widespread and unadulterated rage on anything stupid enough to get in your way.

As you probably know, the angrier Hulk gets, the stronger Hulk gets. As you crush, smash and generally bully your way through the game, your power meter will fill up as you collect the green power orbs left behind by vanquished foes, buildings, cars, etc. But much like the amp of Spinal Tap's Nigel Tufnel, Hulk's power meter goes



SMASH POINTS?



Think of Smash Points as the game's currency. There are several ways to earn Smash Points, the easiest being to just break stuff. When you destroy cars, buses, pedestrians and enemies, your Smash Point total will rise. You can also earn Smash Points by completing the aforementioned Challenge Missions, and you'll rack up big

Smash Points for completing Story Missions. One more way to get easy points is to find the yellow Smash Point orbs scattered throughout the world.

As you get deeper and deeper into the Story Missions, your foes will get tougher and the basic moves you start with aren't going to cut it. That's when you need to use your "currency" to buy some new moves. At the completion of each chapter, new moves will be unlocked. Some will help you immediately, and some you won't really use until later—but buy as many as you can whenever possible, because unspent Smash Points aren't going to do you any good.



tremendously in the long run, because they can turn seemingly invincible badies into a light workout for Hulk.

You'll also want to experiment with some of the new moves you purchase. Some of them are specifically tailored to deal with certain enemy types.



Here are a few examples:



Critical Atomic Slam

The first Critical Mass move you can purchase



Air Critical Thunderclap

Great for dealing damage to multiple airborne enemies.



Missile Punchback/ Missile Catch

Use your enemies' ordnance against them

Air Spike/Air Enemy Grapple/Cyclone Skyjack

Great for handling Harriers and helicopters



Hammer Toss

You'll hope for tanks to show up. This is a "must have" for taking on the oversized Titan mech

AIR RECOVERY/STEEL FISTS



These are the two moves you should "purchase" as soon as possible, as they will come in most handy throughout the game. Air Recovery is vital; it allows you to land on your feet ready to fight after you've been "floated" (sent airborne by a powerful blow).

Steel Fists will be your first foray into the wonderful world of Weaponization (more on that later). It's effective against all types of enemies, and all you need to equip it is a vehicle, which can be readily found almost anywhere in the city or badlands.



TALK ABOUT SELF HELP



While you can give Hulk's power meter an immediate boost by collecting the green power orbs, they aren't the only way to build Hulk's power back up. Hulk is able to regenerate his power slowly when he's not taking damage. So keep an eye on the meter; if it starts to dwindle while you're engaged in a fight,

run away and "collect your thoughts" to give Hulk time to recover. Running away from a fight may sound contrary to everything the Hulk stands for, but a smart Hulk is better than a dead Hulk.

POWER UP!



The first habit you should get into is powering up your attacks. Whether it's a simple Dashing Up-percut or a more devastating Gamma Bomb, holding down your Attack button for a few seconds (until Hulk is glowing) will unleash a more powerful punch, kick, slam or

smash than if you just tap the button. You can also power up your jumps, which allows you to jump much higher and farther than usual. Powered jumps are not only useful for moving from the top of one building to another, but they're also a good evasive technique.



LEARN THE SECRET HANDSHAKE AND THE PASSWORD



Even though the Hulk is a bad mamma-jamma, even he needs an occasional break—someplace where he can relax, kick up his size 37s and just not think for a while. This is exactly the role the church plays: Hulk's secret hideout. It's also where you can buy those new moves, look at the story recap and read the hints you've collected.

But you can't just magically transport to the church. To get there, you've got to get to a Jump Marker, the locations of which are strewn throughout the maps. When you come across one, you unlock it and can use it again at any time. Jump Markers are not only good for getting back to the church; they also come in handy when you need to get from one side of the city to another in a hurry, or if you're outnumbered and on the run from enemies. Not that the Hulk would ever flee from a fight!



RUNNING AND JUMPING



The game is divided into two maps: the city and the badlands. They're both very large and spread out over wide areas. While the Hulk is strong, he isn't the fastest fella on the planet. So instead of lumbering around from place to place, why not run—or better yet, jump? Holding down the Run button will put Hulk into a sprint, which

he can do indefinitely. But it gets even better, because you can also run up and along walls, buildings, canyons... you name it. If it's somewhat flat, you can scale it. This is a handy skill to learn (although somewhat disorienting at times), because you'll find plenty of goodies alongside buildings and cliffs throughout the game.



In addition to being able to defy gravity and run up the sides of buildings, Hulk is also quite a jumper. While his regular jumps aren't that impressive, Hulk's charged jump would make Karl Lewis green with envy (pun intended). Much like a flea, Hulk can soar many, many times his own height, meaning you'll be jumping from rooftop to rooftop with ease—and without a wimpy web to keep you from falling!

You can also climb up the side of a building by pressing the Grab button. It's not as efficient as running or jumping, but it comes in handy when you misjudge a jump and don't want to fall all the way to the ground. Note that you won't get hurt even if you plummet from the highest skyscraper, so don't freak out if you happen to miss your mark on a jump.

WEAPONIZATION



Sometimes Hulk needs a little help to deal with some of his more pesky foes. And that's exactly where weaponization comes into play. The weaponization process involves turning average, everyday items like cars and buses into Hulk's personal, oversized arsenal. Who knew that a Geo Metro would make a fine pair of

gloves that can slice through tanks easier than George Bush through a Social Security initiative? Weaponization is not only fun, but also very necessary because some enemies are much more easily dispatched when you're weaponized. The best strategy is to try and stay weaponized as often as possible, because you never know when you'll run into a heavily armored tank.

EMERGENCY RESPONSE SYSTEM



Even though Hulk doesn't understand why, the Army doesn't appreciate his penchant for wanton destruction and disregard for personal and public property. So occasionally, when you're really on a rampage, the Emergency Response System will go into effect and a Strike Team will be mobilized. This

highly trained, heavily armored unit is usually made up of three to five members, and their goal is simple: Bring Hulk down. These guys are tough, but if you can take them out, you'll earn some bonus Smash Points. Keep an eye on the ERS meter in the upper right corner of the screen. When you've lit the four lights, get ready for a super-intense fight. If you're running low on power, you may want to take it down a notch with the destruction—at least for a little while—because the Strike Team will pursue you relentlessly once it's mobilized.



HINTS



In addition to Smash Points, power orbs and comic icons, you'll also find giant green question marks throughout the world. Clicking on them will offer you gameplay hints—some that are obvious and others that are very helpful. While it's not necessary to collect all of them, there is a

special reward for grabbing all of them.

BOSS BATTLES

The Incredible Hulk: Ultimate Destruction is a free-roaming game and the missions are fairly straightforward (how many times can we say, "Smash this" and "Destroy that"?), so a full walk-through is not necessary. Here are some tips for the six boss battles you'll face through the course of the game.

BOSS 1: Abomination



This battle can be tough, because you probably don't have enough Smash Points to buy any new moves yet. The key is to keep moving and always know where the Abomination is in the room. He can't hurt you if he can't catch you, so stay mobile. There are a lot of

throwable objects in this arena—use them. You're more likely to damage Abomination with a thrown object, and you don't run the risk of a counterattack if you try to pummel him with your fists. Speaking of counters, make sure you vary your attacks when you do get close, otherwise you'll find yourself getting the business end of Abomination's scaly mitts.

When he climbs on top of the rubble pile and gets ready to start flinging barrels, go against your instincts and run toward him. He'll unleash an energy blast that will knock you back, but right after that is when he's most vulnerable.

Run up to him, slam him a couple of times and try to knock him into the wall. Repeat until Abomination is crying for his mommy.



COMICS



Scattered throughout both maps are randomly placed Comic icons (a rotating

"C"). Every time you collect a Comic, you'll be notified that you've earned Smash Points (usually 10,000!) or unlocked either a cheat code, movie or art gallery. The maps below show the comics' locations.



CITY



BADLANDS

BOSS 2: Destroyer



The first thing you'll want to do in this battle is to destroy the communication towers, which will prevent reinforcements from being called. If a few stragglers do make it, take them out first. When you're ready to focus on the Destroyer, don't waste your time with aerial attacks, as they'll be blocked every time. Patience is your greatest weapon in this fight. Wait for the Destroyer to launch missiles or fire the plasma beam, then quickly get close and pummel it. Don't get greedy, though, or you'll take a metal backhand to the face. Get a few good shots in and then move away until the next round of attacks. The Destroyer is also vulnerable when it's airborne, so find some stuff and chuck it.

IT'S WAR TAKE COMMAND!



Jump into the trenches and lead your troops through real-time, 3-D combat. Set the strategy or pull the trigger yourself. Either way, it's world war, and you get to decide the outcome.

TEEN
T
CONTENT RATED BY
ESRB

Violence

DOLBY
PRO LOGIC II



NINTENDO
GAMECUBE



BOSS 3: Mercy

This will be the toughest boss you've faced up to this point. With her telekinetic abilities, you'll think she's impossible to hit the first time around. Again, be patient and wait for your opportunities. Never stand in one place, or you'll get blasted. The best way to take Mercy out is with punches. Try to stay close to her, and when she fires her plasma beams, move in and give her the ol' one-two—the Dashing Uppercut is a great equalizer against Mercy. She will dodge a lot of your punches, but don't give up. And when she announces, "I learned this in prison," get as close as you can and unload with a flurry of punches. This will cause the fuel cells to explode, and the collateral damage will mess her up.



BOSS 4: Titan

There are two ways to defeat the Titan: the easy way and the hard way. The easy way is to stay moving at all times and avoid the Titan's attacks. The one catch with the easy way is that you'll need to have already purchased the Hammer Toss move. After avoiding the Titan's attacks for a few minutes, start running around the perimeter of the island; you'll find tanks in each corner. Use the Hammer Toss to fling a tank toward the Titan (don't worry, it'll respawn), then move on to the next one and repeat. The Titan should be reduced to a heap of scrap metal pretty quickly.

If you're up for a challenge and opt for the hard way, get ready for a long fight. Attack his weapons systems (get to them by targeting one, then doing a jump attack and hitting the Grab button at the last second), and after you get knocked off, throw a few punches and keep moving. Repeat until you either pass out or the Titan goes down. Remember, every building will eventually be destroyed, so you won't have anyplace to hide and recuperate.

BOSS 5: Devil Hulk



This is another boss fight where patience is necessary to succeed. (Sensing a pattern here?) When the Devil Hulk is in his pit, you can't hurt him. The key is to destroy the three embryo pods around the pit, which will draw him out and make him vulnerable to attack. The most effective way

to do this is to target one of the pods and literally run circles around the pit, moving in for a smash when it's open. Watch out for the Devil Hulk's arm sweep and the stone columns he summons from the heavens (or, in this case, maybe it's the hells). The columns will fall and cover the pods, but you can punch through them rather easily. Just don't stand still punching a pod for too long, or you'll get either knocked down or scooped up. In the latter case, you'll have to break free of the Devil Hulk's razor-sharp teeth. Once you've destroyed all three pods, he'll emerge from the pit and give chase. Keep moving and occasionally move close enough to get a few blows in. Air attacks are useful here, but be ready to use the Air Recovery if you get clocked. You'll only be able to get a few good shots in, and then the Devil Hulk will retreat to the pit and the process starts all over again. This one may take some time, but it's not as difficult as it first appears.

BOSS 6: The Dam



It's no surprise that the final boss battle is the toughest...by far. You've faced off against Abomination before, but this time he's not messing around. The key here is to stay as close to him as possible without taking too much damage. Use the Harriers flying overhead to your advantage—the

Cyclone Skyjack and Target Kick are great ways to do some damage. Just don't focus on them too much, because you need to keep an eye on Abomination and prevent him from destroying all the generators. If you're quick and agile, you can take him out with powerful basic attacks before the generators are destroyed. But the best way to cause him the most harm is to wait for him to attack one of the generators, then use a powerful attack to knock him forward into the generator, where he'll get electrocuted and take some serious damage. This isn't easy to do; it takes perfect timing and a lot of luck to pull it off effectively. It's highly unlikely that you'll defeat Abomination on your first try, but don't worry—after five unsuccessful attempts, the difficulty level will be adjusted (unless you're in Hard mode).

CHALLENGE MISSIONS—CITY

Casualty

Deliver the ambulance to the hospital before time runs out.

	Seconds Remaining	Smash Points
Bronze	0-30	400
Silver	30-60	700
Gold	60+	1,000

House of Cars

Deliver as many vehicles as high up the building as you can before time runs out.

	Score	Smash Points
Bronze	200-699	400
Silver	700-1,349	700
Gold	1,350+	1,000

Fast Mover—1

Race through the course as fast as possible.

	Seconds Remaining	Smash Points
Bronze	45-60	400
Silver	30-45	700
Gold	< 30	1,000

Hulk Smash City!

Destroy as much as possible before time runs out.

	Score	Smash Points
Bronze	100-399	400
Silver	400-799	700
Gold	800+	1,000

Rooftop Jumping—1

Travel as far as possible from the mission start by jumping from rooftop to rooftop. If you climb, wall run or touch the ground, then the challenge will end.

	Distance	Smash Points
Bronze	200-500	400
Silver	500-1,100	500
Gold	1,100+	1,000

Rooftop Jumping—2

Travel as far as possible from the mission start without touching the ground. You can freely use all forms of movement. If you touch the ground, your challenge will end.

	Distance	Smash Points
Bronze	200-500	400
Silver	500-1,100	500
Gold	1,100+	1,000

continued

IF YOU'RE GOING TO SIT IN YOUR BASEMENT
PRETENDING TO BE AN ELF,

YOU SHOULD AT LEAST HAVE SOME FRIENDS OVER TO HELP.



GET TOGETHER. ROLL SOME DICE. HAVE FUN.


PLAYDND.COM



CHALLENGE MISSIONS—CITY continued

Lights Out

Destroy as many

	Spotlights	Smash Points
Bronze	6-11	400
Silver	12-19	700
Gold	20+	1,000

In The Rescue

Rescue civilians from the burning building.

	Civilians	Smash Points
Bronze	5-9	400
Silver	10-14	2,000
Gold	15+	5,000

Fast Mover—3

Race through the course as fast as possible.

	Seconds	Smash Points
Bronze	35-50	400
Silver	23-35	700
Gold	< 23	1,000

My Car!

Race through the course as fast as possible. Do not hit any white cars—they have alarms.

	Seconds	Smash Points
Bronze	135-180	400
Silver	105-135	700
Gold	< 105	1,000

Fare Play

Deliver as many cabs as possible to the police station.

	Cabs	Smash Points
Bronze	5-9	400
Silver	10-14	700
Gold	15+	1,000

Stick the Car

Get the car into the ring of flares as fast as possible.

	Seconds	Smash Points
Bronze	120-180	400
Silver	60-120	700
Gold	< 60	1,000

Batter Up!

Use your club to hit the ball as far as possible.

	Distance	Smash Points
Bronze	250-350	400
Silver	350-400	700
Gold	400+	1,000

Fast Mover—2

Race through the course as fast as possible.

	Seconds	Smash Points
Bronze	90-150	500
Silver	60-90	900
Gold	< 60	1,500

Soldier Sucker

Division troops are trying to maintain control of the city square. Defeat all the enemies before they run out.

	Seconds	Smash Points
Bronze	120-180	500
Silver	90-120	900
Gold	< 90	1,500

Walk Fast!

Land at the center of the ring of flares.

	Distance to Center	Smash Points
Bronze	8-25	500
Silver	3-8	900
Gold	< 3	1,500

Fast Mover—3

Race through the course as fast as possible.

	Seconds	Smash Points
Bronze	90-135	500
Silver	55-90	1,000
Gold	< 55	2,500

Point Defense

General Ross' armored division has cut off each end of the bridge. Destroy as many tanks as possible before they run out.

	Tanks	Smash Points
Bronze	3-11	900
Silver	12-24	2,000
Gold	25+	5,000

Fast Mover—4

Race through the course as fast as possible.

	Seconds	Smash Points
Bronze	150-240	900
Silver	75-150	1,500
Gold	< 75	3,000

Fast Mover—5

Race through the course as fast as possible.

	Seconds	Smash Points
Bronze	165-240	900
Silver	100-165	2,000
Gold	< 100	4,000

Walk Fast! Again!

Land at the center of the ring of flares.

	Distance to Center	Smash Points
Bronze	5-15	900
Silver	2-5	2,000
Gold	< 2	4,000

Smashing Spies

Destroy eight cars, four enemy tanks, signal towers and three enemy towers.

	Seconds	Smash Points
Bronze	180-240	900
Silver	150-180	2,000
Gold	< 150	3,500

Urban Golf

Use your club to hit the ball to the flag in as few swings as possible. Use different attacks and charges to control the distance of the hit.

	Swings	Smash Points
Bronze	20-27	900
Silver	11-19	2,000
Gold	10 or less	4,000

Walk Juggler!

Hit the soldier into the ground. Push the ground.

	Hits	Smash Points
Bronze	5-11	900
Silver	12-24	2,000
Gold	25+	4,000

Walk's Rooftop! Walk's!

Defend the rooftop as long as possible. Don't let the enemies get to the back you off!

	Seconds	Smash Points
Bronze	30-90	1,000
Silver	90-150	3,000
Gold	> 150	5,000

S.W.A.T.

Soldiers are dropping like flies out of helicopters! Use your tank to hit as many soldiers as possible before they run out.

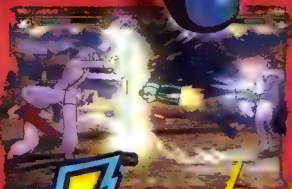
	Soldiers	Smash Points
Bronze	10-24	800
Silver	25-49	2,000
Gold	50+	5,000

continued

BATTLE TO BECOME THE MIGHTY MAMODO KING!



www.Zatch-Bell.com
www.BandaiGames.com



SPECIAL FEATURES:

Play as your favorite Mamodo behind the scenes in 10 different battles!
 Features game original special attack!

Featuring voice acting by the original TV anime cast!

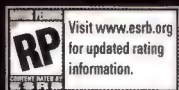
Collect cards within the game to unlock more powerful Mamodo.

ZATCH BELL!

Includes Bonus
 Collectible Card
 Unlock Special Game Features

Mamodo Battles

Coming October 2005



PlayStation 2



GAME BOY ADVANCE



©2005 Bandai Namco Entertainment, Inc. All Rights Reserved. ZATCH BELL! is a registered trademark of Bandai. Produced and developed by Bandai Namco Inc. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The "G" Game Boy Advance and Nintendo GameCube are trademarks of Nintendo. CAPCOM RECYCLES and logo are trademarks of and Bandai Namco Entertainment. "Featuring" refers to representation of said characters. Screenplay. Playable in BLUEWAVE.

CHALLENGE MISSIONS—CITY continued

Surf City

Use the Shield Grind to eliminate all enemies as possible before time runs out.

	Markers	Smash Points
Bronze	35-49	2,000
Silver	50-59	4,000
Gold	60	7,000

CHALLENGE MISSIONS—BADLANDS

Puny Humans

An infantry squad is moving in to attack Hulk. Eliminate as many soldiers as possible before time runs out.

	Soldiers	Smash Points
Bronze	10-19	500
Silver	20-39	900
Gold	40+	1,200

Hulk Smash Badlands!

Destroy as much as possible before time runs out.

	Score	Smash Points
Bronze	100-399	500
Silver	400-799	900
Gold	800+	1,200

Fast Mover—J

Race through the course as fast as possible.

	Seconds	Smash Points
Bronze	80-160	500
Silver	50-80	1,000
Gold	< 50	1,500

Wide Right

Kick as many vehicles as possible.

	Field Goals	Smash Points
Bronze	3-6	800
Silver	7-12	1,000
Gold	13+	1,500

Gemma Gek

Use your club to hit the ball to the flag in as few swings as possible. Use different attacks and change the way you control the ball.

	Swings	Smash Points
Bronze	19-27	800
Silver	10-18	1,500
Gold	9 or less	3,000

Unfriendly Fire

Get your enemies to kill each other. The longer they live, the better. Work fast; your time is limited.

	Enemies	Smash Points
Bronze	2-4	800
Silver	5-7	1,500
Gold	8+	2,000

Gloomy Don't Surf

Use the Shield Grind to eliminate all enemies as possible before time runs out.

	Markers	Smash Points
Bronze	50-64	2,000
Silver	65-74	4,000
Gold	75	7,000

Long Bomb

Destroy as many helicopters as possible before time runs out using either the missile punchback or missile grab moves.

	Helicopters	Smash Points
Bronze	6-11	2,000
Silver	12-19	4,000
Gold	20+	7,000

BLOWN AWAY

An airstrike is inbound on your position. Eliminate as many enemies as possible before time runs out.

	Aircraft	Smash Points
Bronze	3-8	3,000
Silver	9-17	6,000
Gold	18+	10,000

Air Supremacy

Destroy as many strike fighters as possible before time runs out. Stay on the building marked by flares.

	Strike Fighters	Smash Points
Bronze	5-9	3,000
Silver	10-14	6,000
Gold	15+	10,000

Hulk Soccer

Get the car into the tunnel as many times as you can before time runs out. Beware the defender.

	Goals	Smash Points
Bronze	2-4	2,000
Silver	5-7	4,000
Gold	8+	7,000

Gemma Field Goal

Kick as many vehicles as possible before time runs out.

	Field Goals	Smash Points
Bronze	2-3	2,000
Silver	4-7	4,000
Gold	8+	7,000

Desert Dogfight

Repulse a massive air attack. Destroy as many aircraft as possible before time runs out.

	Aircraft	Smash Points
Bronze	6-11	4,000
Silver	12-24	8,000
Gold	25+	12,000

CHEAT CODES

Choose "Extras" from the main menu, then select "Code Input" and enter the following codes; if it's a valid code, the corresponding cheat will appear at the bottom of the screen. Note that some cheats can be toggled on or off, while others cannot.

- RETRO**—Play the game in black & white
- HISTORY**—Play the game in sepia
- SMASH**—Smash Point Bonus—5,000
- SMASH10**—Smash Point Bonus—10,000
- SMASH15**—Smash Point Bonus—15,000
- BRINGIT**—Doubles the value of all health collectibles
- CABBIES**—All ambient vehicles are taxis
- CANADA**—Character: Canadian Flag Shorts
- AUSSIE**—Character: Australian Flag Shorts
- AMERICA**—Character: American Flag Shorts
- FSHNCHEP**—Character: UK Flag Shorts
- DRAPEAU**—Character: French Flag Shorts
- DEUTSCH**—Character: German Flag Shorts
- MUTANDA**—Character: Italian Flag Shorts
- BANDERA**—Character: Spanish Flag Shorts
- FURAGGU**—Character: Japanese Flag Shorts

The following codes can be entered in the same way, but they will not work until you've accomplished certain goals in the game. Seven of them will work after you find the comic that reveals the corresponding code, while the last two codes have special requirements listed below.

- DESTROY**—Doubles Hulk's damage values.
- FAOGGIE**—Doubles the speed of traffic and enemies in most games.
- PILLOWS**—Low gravity.
- CHZGZG**—Replaces all missiles in the Badlands with cars.
- TRANSIT**—Replace all traffic with buses.
- KINGKNG**—Replaces all lamp posts with Hulk's head.
- SUITFIT**—Character: Joe Fixit.
- CLASSIC**—Character: Classic Gray Hulk. (Hulk's head will not work until you have collected all 60 comics).
- WILLIAM**—Character: Abominable Villains. (This cheat will not work until you have finished the game).

There's also one special character who becomes unlocked in the "Box" menu after you finish the game, but you'll need a whopping 1,000,000 Smash Points to buy him...



THE PROMISED LAND WAS NOTHING BUT A NEW HELL

"...THIS SEQUEL WILL ADD EVEN MORE BRILLIANCE TO WHAT WAS ALREADY A LEADING RPG OF THE YEAR CONTENDER."
- BONUSSTAGE.COM

SHIN MEGAMI TENSEI DIGITAL DEVIL SAGA 2 PRIMAL FEAR

SERPH, LEADER OF THE EMBRYON, WANDERS AIMLESSLY THROUGH THE LIFELESS STREETS BEFORE HIM. IN THE JUNKYARD, HIS TRIBE FOUGHT A GRUESOME WAR, HOPING THE LIGHT OF HEAVEN WOULD RELIEVE THEIR SUFFERING. IN THE END, SERPH'S WORLD VANISHED, ALONG WITH THE COMRADES WHO STOOD BY HIM. ALL THAT AWAITED HIM IN NIRVANA WERE ENDLESS STREETS LITTERED WITH THE SILENT REMAINS OF HUMAN STATUES.



THE THRILLING CONCLUSION TO
THE CRITICALLY ACCLAIMED
SHIN MEGAMI TENSEI:
DIGITAL DEVIL SAGA.

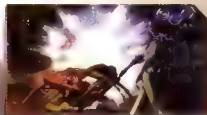
IN STORES NOW!



40+ HOURS OF GAMEPLAY
FEATURING SPECTACULAR STYLIZED
GRAPHICS AND FULLY-VOICED
CUTSCENES!



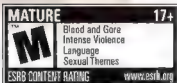
EXPLORE A BRAND NEW WORLD
FULL OF CONSPIRACY AND DANGER!



TEAR INTO THE NEW HALF HUMAN,
HALF DEMON BERSERK MODE!



MEET A NEW CAST OF CHARACTERS!
ARE THEY FRIEND OR FOE?



PlayStation 2



RPG



ATLUS
IMAGINATION
REALIZED
WWW.ATLUS.COM

DARKWATCH

STRATEGY
GUIDE
BY PAT
REYNOLDS

Jericho Cross was a renegade gunslinger in the wild west of 1876, until he robbed the wrong train and set an ancient evil loose on the world. After being attacked by the creature, Jericho finds himself a changed man as he slowly transforms into a vampire. Recruited by the Darkwatch, an organization devoted to battling the forces of evil, Jericho must fight to stop the terror he unleashed. This guide will show you how to master the weapons, defeat the enemies and get through the single player campaign of *Darkwatch*.

JERICO'S ABILITIES



BLOOD VISION

Turning on blood vision makes enemies, weapons and important items like switches or detonators light up. If you ever get stuck in an area and aren't sure what to look for, turn on blood vision and you might spot an answer.

DOUBLE JUMP

Jericho can leap high into the air by jumping a second time at the top of his first jump. Use this maneuver to reach high ledges and out-of-the-way areas, or simply to stay away from ground-based enemies while raining hot lead down on their heads from the safety of the air.



JUDGMENT POWERS: GOOD AND EVIL

As you progress through the game, you'll encounter situations where a decision has to be made. You can make a good action or an evil action, during these encounters, and you'll earn points toward either side. When you've stored up enough of these points, you'll unlock a new Judgment Power. I suggest choosing good first and then evil on the next decision to get Silver Bullet and Blood Frenzy early in the game. From there, stick to one or the other, as the remaining powers require several actions each to earn. Here's a description of each and what it does.

Power	Alignment	Description
Silver Bullet	Good	Adds holy flame to shooting attacks
Fear	Good	Terrifies weak-minded enemies
Mystic Armor	Good	Reduces damage taken
Vindicator	Good	Attack enemies with chain lightning
Blood Frenzy	Evil	Increases melee attack damage
Turn	Evil	Forces enemies to attack each other
Black Shroud	Evil	Reduces damage taken and damages enemies as they attack
Soul Stealer	Evil	Sucks the souls out of enemies at a distance

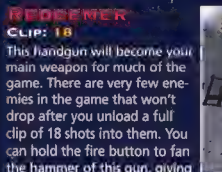
WEAPON GUIDE



BASIC PISTOL

CLIP: 6

You'll begin the game with this standard six-shooter. It has no special powers and is weak compared to the other weapons in the game. Luckily, you'll come across a Redeemer before you get halfway into the first stage.



REDEEMER

CLIP: 18

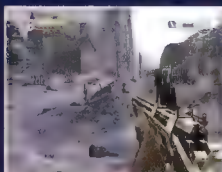
This handgun will become your main weapon for much of the game. There are very few enemies in the game that won't drop after you unload a full clip of 18 shots into them. You can hold the fire button to fan the hammer of this gun, giving it a rapid-fire capability.



CARBINE

CLIP: 12

A powerful medium-range weapon, the carbine packs enough punch to drop many of the lesser enemies in a single shot, regardless of where it's placed. Ammo for this gun is scarce, so it's best saved for situations where dropping multiple enemies quickly is required.



CROSSBOW

CLIP: 12

Jericho's custom crossbow fires bolts that explode with concussive force after a few seconds. Hit an enemy with one and watch him run around until he explodes, often damaging nearby bad guys in the blast.



DYNAMITE

CLIP: MAX. 6

Tossing dynamite into groups of enemies is a great way to clear them out fast. Just be sure you're nowhere near the blast or you'll take a huge chunk of damage as well. Be careful when tossing dynamite indoors—it can ricochet off of walls or obstacles, so be sure you have a clear path between you and your intended targets.



you have a clear path between you and your intended targets.

WEAPON GUIDE CONTINUED



SHOTGUN

CLIP: 8

The shotgun is the most powerful close-range gun in *Darkwatch*; it'll drop almost anything with a single blast at close quarters. It works great for crowd control in areas where you're outnumbered by enemies and need to clear them out quickly. In

addition, it's equipped with a large blade for particularly brutal melee strikes.

DUAL PISTOLS

CLIP: 24

Boasting the largest ammo capacity of any weapon in the game, the dual pistols can take the Redeemer's place in your arsenal quite easily. Like the Redeemer, holding the trigger speeds up the rate of fire, letting you pour hot lead into your target.



RANGE RIFLE

CLIP: 4

Equipped with a scope for precision shooting at long ranges, the range rifle is excellent for taking out patrolling guards from a distance. Using the scope also lets you target vulnerable areas on enemies, such as their heads, letting

you conserve ammo by dropping bad guys with a single well-placed shot.

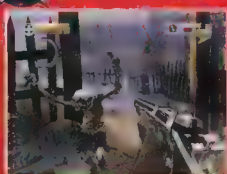
RAIL ROCKET

CLIP: 3

When you need something to blow up real good, this is the weapon for the job. Ammo tends to be extremely scarce, but if you see one of these lying around, grab it up and lay waste until you're out of rockets, then scoop up your discarded weapon before moving on.



ENEMY GUIDE



REAPER

These are the basic minions of Lazarus' undead army. Fast-moving and armed with twin blades, they'll try to get in close and hack away at you, causing significant damage. Although a head shot with most weapons will put them down, it's often better to

let them close the distance and then drop them with a well-timed melee strike to conserve ammo.

GUNSLINGER

These undead cowboys are still packing heat and they remember how to use it. They attack with medium-range six-shooters and constantly shift from side to side, alternating crouching with standing. Wait for them to assume a position and go for a headshot to



be sure to gather it up before moving on.



BANSHEE

Banshees fly through the air, tossing projectiles and occasionally darting in for a melee attack. They can be tough to hit, but if you've got a weapon with good range, wait for them to stop in midair (just before they launch their projectiles) and go

for a headshot to send them crashing to the ground. Their high rate of fire is especially good for this job.



TNT SKELETON

These skeletons carry barrels of explosive TNT on their shoulders, and they head in a straight line toward you. When they get close, they light a fuse on their barrels and explode near you. If they explode nearby, it's curtains for Jericho. Aim for their barrels from a safe distance and they'll explode on their own. If one gets too close, quickly double back and you might avoid being caught in the explosion.

BLOB

These walking piles of fat come armed with twin machetes, and they'll spew noxious clouds of filth at you from a distance. They can withstand several shotgun blasts at point-blank range, so the best way to deal with them is to toss dynamite before they know you're there.



RIFLEMAN

These enemies are usually posted in hard-to-reach locations, like rooftops, high ledges or guard towers. They're equipped with range rifles, and can fire on you with accuracy from far away, making them very dangerous. Look for the telltale stream of displaced air that their bullets

create, and aim for his head to quickly dispatch him. Turn on blood vision to get a clear outline of a distant rifleman, and aim for his head to quickly dispatch him.

CONTINUED



ENEMY GUIDE CONTINUED



VIPER

Fast-moving and hard-hitting at close range, Vipers have the ability to teleport short distances, and they make use of it by moving out of harm's way when damaged. However, this ability also works against them, because it keeps them at bay, letting you hit them

with ranged attacks before they're close enough to cause any damage.

SHOTGUN EXECUTIONER

Tough and fast-moving, these shotgun-toting bad guys will try to get close, blast you with their scatterguns and then move in for a melee strike or two. Try to take them out at range, as they are capable of delivering a full-on ballistic wave



that can knock you back and even knock you out. You must take them out before they get too close.



UNDEAD INDIAN

These politically-incorrect enemies are quick. They'll try to get close to attack you with their twin hatchets, or wind up and toss them at you from a distance. You'll also come across versions of these guys equipped with bows and flaming arrows.

GHOST ENEMIES

In addition to their normal versions, you'll also encounter ghostly versions of most of the enemies in the game. These apparitions attack in the same manner as their non-ghostly counterparts, but they hit harder and take more damage to defeat. Whenever you see ghost enemies coming at you, focus your fire on them to quickly take them out before they reach you.



WALKTHROUGH

Darkwatch is a fairly linear first-person shooter with small stages concentrating mostly on constant action. For the walkthrough portion of this guide, we're going to concentrate only on potential trouble spots within each stage rather than providing step-by-step instructions for moving through each environment. You won't need us to get through most of the game—what you really need are sharp reflexes and the ability to stay focused and in control through wave after wave of attacking enemies.

STAGE 1: THE WRONG TRAIN

Jericho plans to rob the train...but what he finds in the vault is not treasure. It's an ancient vampire who changes his life in a heartbeat.



Q: The basic pistol is terrible! When can I get another weapon?

A: After you clear out the room with three skeletons early in the stage, a dying Darkwatch agent will drop his Redeemer for you.

BOSS: LAZARUS

Lazarus will send waves of skeletons at you, and then teleport forward into the fight himself each time you clear out all of his minions. Fan the hammer of your Redeemer and empty it into him to send him running. You can also shoot Lazarus when he's hiding behind his skeleton swarm for extra damage.



STAGE 2: RIDE LIKE THE DEVIL

Jericho and Cassidy mount up and ride toward town, fighting off undead riders and a second encounter with a now-winged Lazarus along the way. For this stage, Jericho has unlimited ammo and never needs to pause for reloading.

Q: How do I avoid taking damage from the enemy riders?



A: You can tap Left or Right on the D-pad to swing to the side in your saddle, putting your horse between you and the enemy. You won't be able to attack from this position, but you can use it to avoid taking damage, and then return to upright position and fire back after the enemy has passed by.

BOSS: LAZARUS

Lazarus flies around above you, tossing huge fireballs down on your head. Shoot out the middle fireball when he tosses a spread of them to avoid taking damage, and steer your horse out of the path of the large ones. Keep firing at him whenever possible and you'll easily win this battle.



STAGE 3: BONEYARD

Jericho and Cassidy must fight through the graveyard to enter the church and take down Lazarus.

Q: How do I get past the locked door and into the church?



A: You'll need to survive the waves of attacking skeletons, gunslingers and riflemen outside the church, and then destroy Lazarus' two marks of evil when they appear from the ground. The crossbow's explosive damage is ideal for this job.

CONTINUED

The **GEEK BILLIONAIRE LIFESTYLE** *begins with* **MAGIC: THE GATHERING!**



"Thanks to the skills I learned playing Magic: The Gathering®, I quickly conquered the Super-Semiconductor industry."*

— Vince Powdo, CEO Powdo Super-Semiconductors, Inc.

In 1994, the **Magic: The Gathering®** trading card game showed gamers how to play big with a staggering portfolio of deadly creatures, evolving strategies and massive prize support. Today, many of those early players are dominating the world. Grab a rung on this express ladder to global excess.

Change your lifestyle for the better.
Play Magic: The Gathering®

*Complete Fabrication. Play Magic at playmagic.com



All trademarks are property of
Wizards of the Coast, Inc. ©2005 Wizards



STAGE 3: MINEFARMS BASTION

Q: How do I get out of the large circular room in the crypts?

A: While the game suggests that you use your double jump ability to navigate this room, all you really need to do is survive the waves of skeletons and then defeat the banshees that appear. Kill them and the gate will open (at ground level).



STAGE 4: DEVIL'S BELLY MINE

You'll face explosive barrel-toting skeletons and other nasties in this dark mine. Proceed carefully and jump several large gaps.

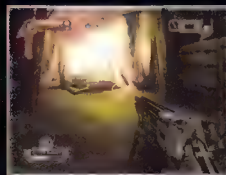


Q: How do I get out of the first room?

A: Look around for the detonator sitting on top of a crate. If you can't spot it, turn on blood vision and it'll be lit up for you. Get used to using the vision to spot things like this from now on; you'll find a lot of useful things this way.

Q: How do I get out of the room with the mark of evil?

A: Jump down from the broken bridge and destroy the mark quickly—use the Redeemer's quick shot or toss a couple of sticks of dynamite at it. Once destroyed, the mark will wipe out the remaining bad guys and open a door across the broken bridge. Go back up to the bridge and double-jump across the gap to continue.



Q: How do I get past the fire blocking the tunnel?

A: Look for a small hole in the wall to the right. You'll need to crouch down to crawl through, revealing a second tunnel (running parallel to the main one) that bypasses the flaming debris.

Q: I can't find the detonators in the large mine chamber.

A: Turn on your blood vision and look around to spot the plungers. If you're still having trouble, look for one on the ground level, one in the shack on top of the stairs to the left of where you entered the room, and the last one on a high platform along the wall.



STAGE 5: DARKWATCH OUTPOST

This snowy fortress is guarded by riflemen and other creatures, but you'll be able to grab a range rifle right at the start to help take them out before they know you're there.

Q: How do I get the ghost door open?



A: You need only to take out all of the enemies in the area to pass through the ghost door. Get up onto the walkway or into one of the buildings to avoid being attacked from all directions. When all enemies have been defeated, enter the ghost door.

STAGE 6: TORTURE MAZE

Before being launched into the Darkwatch, Jericho must survive a grueling training mission. You'll face all of the enemies you've seen up to this point in the game, as well as a whole new one to get. Pay attention to the instructions and don't make room of mistakes.

Q: How do I get out of the fog-filled room?

A: Use blood vision to locate the three valves. Activate all three of them to remove the fog. Defeat all of the enemies in the room and a hatch in the floor will open, revealing the path into the sewers.



Q: Where's the key that opens the locked door in the sewers?

A: Follow the ledge into the tunnel opposite the locked door and you'll find the key on the body of a deceased Darkwatch operative.

Q: How do I survive the final room when the sun eliminates my blood shield?

A: Don't stay in the fenced-in area in the middle of the room (where the sunlight is confined). Get to the edges of the chamber and stay there; once out of the sunlight, your blood shield will refill. Let the enemies come to you rather than chasing them into the dangerous sunlight area.



STAGE 7: BAPTISM OF FIRE

Now a member of the Darkwatch, Jericho and his new partner take a squad of Darkwatch soldiers to break the hunt for Lazarus.



Q: How do I get out of the canyon area?

A: Three marks of evil will appear and you must destroy all of them to move on. Use the Rail Rocket launchers that can be found in the area.

CONTINUED

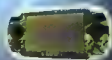
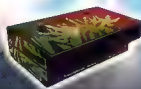
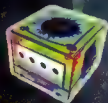
GAMER GRAFFIX

GET SKINNED!

It's *your* console...



*...Shouldn't
it look
this way?*



Find out how @ www.gamergraffix.com
So Original, We Have a Patent Pending!

STAGE 7: BAPTISM OF FIRE CONTINUED

Q: How do I find the mark of evil in the house?



A: You'll need to move through the rooms full of shelving and enemies. If you're running low on ammo, use melee strikes to dispatch enemies and save your ammo for the mark. Try to keep the Rail Rocket and a couple of shells on you to destroy the mark quickly as soon as you reach it.

HUN STAGE: CITADEL

Headquarters to Darkwatch HQ. You can now choose your own mission and weapon loadout (newly available) from here. You'll want to get the Citadel's support vehicles for the next mission.

Q: What can I do in the Citadel?

A: Not much, frankly. Start by talking to the scientist and selecting one of the available missions. For the purposes of this walkthrough we'll cover each mission in the order they become available, but you're free to tackle them in any order. You can stop near the Darkwatch regulators patrolling the area and listen to what they have to say. When you're ready to attempt the mission, follow the corridors to the ghost door.



STAGE 8: RESCUE

A group of Darkwatch regulators have been trapped in a dusty desert town that's overrun by bad guys. Drive out in your train and launch an attack vehicle and save the day.

Q: What do I need to do in the village?



A: Stay in the vehicle and find a good spot with coverage of the whole area. This will make picking off the TNT Skeletons easier than driving around the area and letting them pile up behind you. You need to defeat all of the enemies in the area, including some Banshees and

Riflemen manning the chain guns on the rooftops, but they all drop fast against the gatling guns mounted on your vehicle. When all of the enemies are defeated, you'll have to destroy two marks—one inside the large building and another outside (the second one is surrounded by Banshees). When they're both gone, the path leading out of the village opens.

Q: How do I rescue the Darkwatch members?

A: Get onto the rooftop and let the waves of Reapers come to you, taking them out either in mid-jump or with a quick melee strike as they land. When you've cleared the Reapers, you'll need to dispatch some Banshees and a Blob before finishing the mission. Grab a crossbow or Carbine for the Banshees, and toss Dynamite at the Blob for a quick and gory kill.



STAGE 9: THE DEADLIGHT PRISM

For this mission, you'll have to move across sunlight areas, surviving you of the blood shield for extended periods of time. This is the deadlight stage, you'll have to get it back.

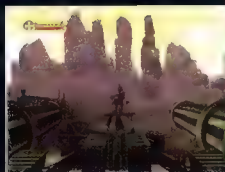


Q: How do I get past the wall of fire?

A: You'll need to defeat waves of enemies before the flames will disappear. Stay in the shadowed areas under the ledge to get the benefit of your blood shield for this battle.

Q: How do I get the Prism?

A: Man the machine gun near the Prism (you'll be exposed to sunlight, but the Deadlight Prism restores your vampire powers) and fight off the waves of attacking enemies. Watch for the telltale green glow before enemies spawn and listen to Tala for tips about what enemies are coming next. The TNT Skeletons are especially dangerous, since you're stationary; aim for their barrels and take them out before they can get anywhere near you.



STAGE 10: INVASION

Make your way to the Indian village and destroy the main branch of United Nations, Banshees and Vipers.



Q: How do I get past the wall of boulders?

A: Backtrack up the tunnel and look for the side passage leading off the main branch. There's a purple glow that should make it easy enough to spot.

STAGE 11: HANTOWN

Hantown has problems with the undead, and the Darkwatch has been dispatched to deal with it. This mission is a series of handoffs against hordes of enemies. Try to find an advantageous spot and use blood vision to help discern enemy quickly and take them out before you get overwhelmed.

Q: I can't get near the barn to destroy the mark inside.

A: The constantly spawning TNT skeletons do make it difficult to get inside. However, you can stay far enough back to safely pick off the skeletons and toss some dynamite into the open barn door. A few sticks should destroy the mark.



STAGE 12: THE MORNING AFTER

Enemies led by Lazarus have invaded the Citadel. Fight back the waves of evil and race Lazarus to the Deadlight Prism chamber.



Q: Where do I need to go to stop the invasion?

A: You begin this mission in a section of the Citadel that you've never had access to before. However, if you move through the corridors and go through any doors that are lit green, you will quickly hit the familiar

STAGE 11: THE MORNING AFTER CONTINUED

entry hall (where you got missions from the scientist). From there, head to the room with the ghost door and help fight off the invaders until the door is destroyed.

Q: How do I get past the locked door?

A: A Darkwatch Regulator is trying to unlock the door from the other side. In the meantime, you need to keep the swarms of enemies from overwhelming the area. Hang back near the door and pick off the TNT Skeletons from a distance. If you've been following the path of good, this is a great time for Mystic Armor.



Q: How do I shut down the generator?



A: Look for doors on both sides of the room, opposite one another. Each room has a switch on the wall. If you have trouble spotting them amid the chaos of the battle, activate blood vision and they'll light up real good.

STAGE 13: SHOWDOWN

Lazarus has absorbed the Deadlight beam, making him larger, stronger and meaner than ever! It's time to lay it all on the line and battle in the South with the ultimate evil.

BOSS: LAZARUS

Lazarus flies around and attacks in much the same manner as he did way back at the beginning of the game, throwing spheres of flame in your direction. These projectiles are slow enough that you can easily jump out of harm's way as long as you see them coming. Lazarus can take a load of punishment here, and he'll occasionally stop to raise some undead minions from the ground to attack you. This takes your focus away from him and lets him get a cheap shot in while you're fighting his cronies. When he's taken enough damage, the gate leading out onto the bridge will open and the real final battle begins. Continue to pour fire into Lazarus until he drops.



STAGE 14: THE RIGHT TRAIN

Race to catch Tala by riding hard, catching the Darkwatch train and eliminating the enemies on board.

Q: How do I board the train?



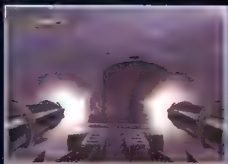
A: Before you can board, you'll need to clear the last few cars of enemies. Ride alongside the train and take advantage of Jericho's mysterious unlimited ammo while on horseback to decimate the bad guys on the train. The ladder you use to

board the train is on the caboose, on the right side, so fall back and ride around until you spot it.

STAGE 14: THE RIGHT TRAIN CONTINUED

Q: How can I defeat all of the enemies on the train?

A: If you stay on foot and try to fight off the waves of enemies near the front of the train, you'll be overwhelmed for sure. Man the gun turret and mow them down, taking special care to blast the TNT skeletons as soon as they appear (they don't have to run far from where they spawn to reach you).



STAGE 15: DEADFALL

The final hunt for Tala has begun. Pick your way through the dangerous hallways of Deadfall, a literal Hell on Earth town, and have all spend the final minutes of real horror game fun and



Q: Is there an easy way to defeat the enemies on the street?

A: Look for a gun turret and jump on to fight back the waves of enemies coming from the top of the street.

Q: I can't figure out where to go in this crazy town.

A: Deadfall can be difficult to navigate. Remember that almost the entire path through the town takes place on raised walkways and rooftops, and look around for the next one if you ever get stuck. There are so many enemies guarding the town that you'll know you're heading in the wrong direction if you ever go several feet without spotting one.



STAGE 16: CURSE OF THE WEST

With Lazarus out of the way, you need only defeat Tala to claim victory. This battle is similar to the one against Lazarus, but Tala has a few new attacks to watch out for, and she can take even more damage.

BOSS: TALA



Tala begins the battle in a similar fashion as Lazarus, flying around and tossing projectiles. You can jump out of the way of these pretty easily. Keep her in your sights and keep firing to slowly wear her down. When Tala has taken some damage, she'll fly to the top of the chamber and activate a mechanism that kills one of

the sacrificial "offerings" she keeps tied to the tables below. With each fresh kill, Tala adds a new type of projectile attack to her repertoire. Most of them can be avoided, but her blood cloud attack is very difficult to completely dodge, and it'll drain a lot of your health if it hits.

Mystic Armor can negate this if you've been collecting the good powers. If you're hit, run for cover and let your blood shield refill. Tala doesn't vary in her attack routine, and she'll finally fall after enough damage has been done.



INDIGO PROPHECY

Basic Actions



Almost all the actions in the game are performed by using the analog joysticks. In the upper part of the screen, you'll see icons representing items you can use or simple actions you can do, like sitting down or climbing a fence. When you simultaneously move both analog joysticks in the indicated direction, the character performs the action.

Stunt Actions

Players familiar with *God of War's* mini-games should have no trouble performing stunt actions. Two circular icons appear in the center of the screen, divided into four different sections. During stunt action sequences, these sections briefly highlight, meaning you need to move the analog joysticks in the directions indicated. These "Simon Says" games are used for everything from slow dancing and playing basketball to amazing acrobatics, like dodging cars.



Stamina Actions



These basically test your character's physical endurance—and yours. You need to press the L and R buttons in a rapid alternating sequence, building up enough energy to perform actions like lifting a weight, or pulling a drowning kid out of the water.

Mental Health

Every character has a mental health meter displayed in the lower right corner. If your character gets depressed enough to be "wrecked," he or she will become a total basket case and commit suicide. As in *The Sims*, performing certain functions—like getting some romantic action or successfully hiding evidence—will relieve some stress, helping them get back to feeling "neutral."



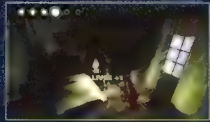
Bonus Cards



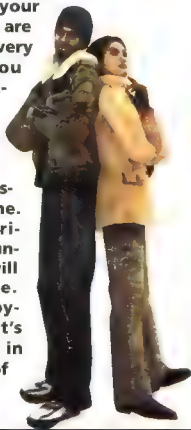
These are hidden throughout the game. When you have enough bonus points, you can use them to buy extra content, such as artwork, soundtracks and movies you don't see in the game.

Extra Lives

Only Lucas can earn extra lives. These give you a second chance. If you fall in any of the mini-games you play.

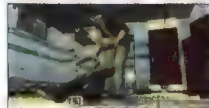


Lucas Kane comes out of a trance to find himself living a nightmare: Under the control of some unknown force, he's knifed a perfect stranger to death in a New York City diner's public restroom. *Indigo Prophecy* is a unique title with a "choose your own adventure" flavor—there are multiple choices offered at every turn, and every decision you make (from the smallest dialogue choice to major actions such as hiding a dead body) has an effect on your current character's mental well-being, the overall story progression and its ultimate outcome. The number of different variables in the game makes it unlikely that different players will have the same experience. Therefore, this isn't a step-by-step analysis of the game; it's just a strategy to guide you in the right direction, so none of your characters end up arrested or dead.



#1. 01/27 00:02 AM

THE MURDER—Doc's Diner



Lucas: Drag the body into a stall to hide it, mop up the blood on the tiles, pick up the knife by the urinals and hide it, then wash your hands in the sink on the right. Go back into the diner and pay your bill, then

leave out the back door and get on the subway.

Mental Health Actions

	Effect
Hide the knife	25
Hide the body	25
Mop the blood	25
Wash face	25
Get the coin (being on the subway platform)	25
Drink	25
Leave discreetly (exit hall)	25
Meet the girl	25
Leave by taxi or subway	25
Murder	25
Leave bathroom without washing face	20
Try to leave without paying	25
Call Markus	25
Talk to Martin (police officer)	25
Still in diner when Martin finds body	20
Check bathroom window	25
Talk to Nash	25
Talk to Kate at the bar	25
Talk to Kate behind the bar	-5

#2. 01/27 01:12 AM

INVESTIGATION—Doc's Diner



blood in the stall on the left and the mop. In the dining room, inspect Lucas' table. Drink some coffee, look at the pay phone, then go outside. Look at the back fence to find a piece of bloody cloth.



Tyler: Inside the bathroom, inspect the body, the trash can and the sink on the right. In the dining room, use the pay phone to call Sam, then help yourself to some coffee from behind the counter. Talk to Garrett and Frank, then check out Lucas' booth and look at the bill. Go out the back door and look at the footprints near the back fence. After this is all done, talk to Carla, then confirm that you want to leave. Get in the car to leave the scene.

Mental Health Actions (Carla)	Effect
Find the knife	10
Find the body	10
Ask for list of phone calls	10
Look at the blood stain in the other stall	10
Drink coffee	10
Get stuck outside back door	10
Talk to homeless man	-5
Tyler uses the urinal in your presence	-10

Mental Health Actions (Tyler)	Effect
Drink coffee	10
Talk to Garrett	10
Call Sam	10
Find pay phone	10
Get yelled at for turning on jukebox	-5
Get stuck out the back door	10
Fail to get information from Bogart	-10

#3. 01/27 07:52 AM

THE DAY AFTER—Lucas' Apartment



Lucas: There's migraine medicine on the nightstand by the bed. In the living room, answer the phone and listen to the answering machine message. Go to the bathroom, take a shower and get some bandages from the medicine cabinet. Put on clothes from the bedroom closet. Sit at the computer; when you get up, Lucas will have a vision. Successfully complete the mini-game and you'll see the items you need to hide before the cop arrives. Put the bloody clothes into the washing machine and pull up the bedsheets. Drink some milk from the refrigerator, then get the apartment key from the wooden chairs near the kitchen. A cop will come and interrogate you. Say you were the one yelling, and let him look around. Leave the apartment.

Bonus Card Locations	Value
Left cupboard in the kitchen	10
Bathroom	10

Mental Health Actions	Effect
Take headache medicine	10
Use the computer	10
Drink alcohol (first time)	10
Drink milk	10
Listen to music	10
Be	10
Hide bloody clothes and sheets	10
Cop never comes looking for evidence	10
Talk to Markus	10
Look at picture of parents	10
Read the newspaper	10
Watch the TV	10
See John in the bathroom mirror	-20
Migraine (after 10 minutes of not taking headache medicine)	10
Stand on balcony without clothes on (Continual decrease every two minutes, can be fatal)	10
Drink alcohol (after first time, can be fatal)	10
Mix pills and alcohol	Fatal

#4. 01/27 09:04 AM

CONFESSION—The Park



Lucas: Go up to Markus and some more dialogue choices will spring up. What you two talk about is up to your personal preference. I suggest just asking about the facts of the murder, without doubting Lucas' weird story. When Markus offers you the cross, take it. Afterward, save the child from the frozen lake.

Bonus Card Location	Value
Down the path on the right	10

Extra Life	Effect
Take Markus' cross	10
Mental Health Actions	Effect
See Markus again	10
Save the child	10
Don't save the child	-30
Argue with Markus about "sick"	10
Break off conversation	-10

#5. 01/27 09:04 AM

POLICE WORK—Police Station Tyler's Apartment



Carla: Go through the door on the right to enter the large office. Carla and Tyler's office is in the far right corner. Drink some water, then check her e-mail. Look at the database and do a search for "KIRSTEN." Play around with the yo-yo on her desk if you like, then give Tyler a wake-up call. Stand up so you can switch characters.

Tyler: Take a shower and get dressed. Drink some coffee, then talk to Sam, being as tender and understanding as possible. When you put on a coat to leave, be sure to give her a kiss before heading out the door, or else Tyler will lose all the points he just earned. When heading for the office, Jeffrey will confront you. No matter what happens, Tyler will eventually challenge Jeffrey to a game of basketball. In the office, hang up your coat, drink some water, check e-mail and browse the Web, playing around with the basketball if you like. Go out to the main room and talk to Carla and Garrett.

Bonus Card Location	Value
First floor of the police station	10
Carla's desk drawer	10
Tyler's bathroom	10

Mental Health Actions (Carla)	Effect
Drink coffee	10
Drink water	10
Play with yo-yo on desk	10
Talk to Jeffrey	10
Discover KIRSTEN e-mail	5
Tyler is late, need to call him	10
Mental Health Actions (Tyler)	Effect
Look at Sam sleeping	10
Sleep with Sam	10
Use the bathroom	10
Reassure Sam	10
Take a shower	10
Look at self in mirror	10
Turn on music	10
Kiss Sam goodbye	10
Drink coffee/water	10
Play basketball	10
Carla's wake-up call	-5
Speak angrily to Sam (1)	10
Speak angrily to Sam (2)	-20
Forget to kiss Sam goodbye	10
Talk to Jeffrey	-5



#6. 01/27 3:34 PM

ALTERNATE REALITY—Naser & Jones Bank



Lucas: The map marks where you need to go next with a red dot. Sit down in your office and start pretending to work. Successfully play the mini-game and you'll read Warren's mind. Open the desk drawer on the right to get an extra life.

Keep pretending to work and the phone will ring. Tell Tiffany that she can come over later. Successfully play the next mini-game and you'll have a vision of the future. Go to the station marked on the map and repair it. The first real action sequence of the game will start, as Lucas is attacked by the Giant Mites.

Bonus Card Locations	Value
The bathroom	1
The hallway (off Lucas' office to the right)	1
left corner of the map)	1

Extra Life	Value
Check Lucas' right desk drawer	1

Mental Health Actions	Effect
Wash hands in the bathroom	1
Drink coffee	1
Agree to meet Tiffany later	1
Look at Tiffany's picture	1
Refuse to meet Tiffany later	-10
See "MURDERER" on screens	1
Read Warren's mind	-5
After the completion of the Giant Mists scene	-20

#7. 01/27 3:34 PM

RECONSTRUCTION—Mortuary



Carla: In this scene, successfully playing the mini-games will help Carla recreate the murder in her mind, CSI-style. Talk to the coroner about the gruesome facts, asking if the murder was quick and if the precise cuts were coincidental.

Mental Health Actions	Effect
Flashback succeeds (1)	1
Flashback succeeds (2)	1
Flashback succeeds (3)	-10
Flashback succeeds (4)	1
Flashback fails (1)	-10
Flashback fails (2)	1
Flashback fails (3)	-10
Flashback fails (4)	-10

#8. 01/27 3:34 PM

TYLER & KATE—Police Station

Tyler: While making the composite sketch, it's tempting to make it look as unlike Lucas as possible. However, you should be aware that later on in the game, an accurate composite is useful when Carla must link evidence together. The image shown here is a decent representation of what Lucas looks like.



#9. 01/27 9:04 PM

LOST LOVE—Lucas' Apartment



Lucas: Now that the murder isn't so fresh in his mind, Lucas is willing to indulge in some luxury activities, like boxing, playing the guitar and getting some loving. There's also some gin under the kitchen counter if you want to see him chug a bottle. Eventually Lucas will start to yawn. Go into the bedroom and close your eyes, and Tiffany will arrive. Offer her a glass of gin, ask her what's new, then go get her boxes. One is in the pile in the corner of the kitchen, and one is in the pile near the computer in Lucas' bedroom. After giving her the boxes, talk to her sincerely, sentimentally, and ask her if she's still alone. Play her a song on the guitar, then give her a kiss. Afterward, get up and turn off the electronics, eyeball the crown on the chair, close all the doors and go into the outdoor hallway.

Eventually Lucas will start to yawn. Go into the bedroom and close your eyes, and Tiffany will arrive. Offer her a glass of gin, ask her what's new, then go get her boxes. One is in the pile in the corner of the kitchen, and one is in the pile near the computer in Lucas' bedroom. After giving her the boxes, talk to her sincerely, sentimentally, and ask her if she's still alone. Play her a song on the guitar, then give her a kiss. Afterward, get up and turn off the electronics, eyeball the crown on the chair, close all the doors and go into the outdoor hallway.

Bonus Card Location	Value
Kitchen cupboard (off to the right)	1

Mental Health Actions	Effect
Box well	1
Play the guitar well	1
Sleep	1
Sleep with Tiffany	1
Listen to music	1
Drink milk	1
Drink alcohol (under kitchen)	1
Use the crown	1
Be nice to Tiffany in first dialogue	1
Be nice to Tiffany in second dialogue	1
Offer gin to Tiffany	1
Watch TV news about dinner murder	1
Be mean to Tiffany	-10
Tiffany leaves and refuses to kiss	1
Tiffany leaves	-20
Fail to play the guitar well	1
See Jade in the nightmare	-20
Drink alcohol (under kitchen)	1
Mix the alcohol and pills	Fatal

#10. 01/28 08:11 AM

HIDE AND SEEK—The Cemetery Military Base



Lucas: Go up the path and put flowers on the grave. Lucas will have a flashback. After the vision, go forward and climb over the fence on the right side. Once over the fence, move along it to the left behind the big rock until you can hide behind the sign. Wait until the two patrolling guards are facing away from each other, and run straight across between them to the next fence; there's a ditch there. Move to the left and crawl through the hole. Hide behind the piles and you'll see a truck move slowly out of the hangar on the left. Wait until it's close enough, then run up and use it as a shield. When you're out of the guard's sight range, let the truck pass and go behind it to the hole in the hangar (marked on the map with a red dot.) The kid wearing the white shirt is hiding behind boards at the far end of the second floor. The kid wearing the black-and-white striped shirt is hiding inside the fuselage on the first floor. Lie to him to

make him leave the hangar. The kid wearing the red shirt is doomed. Doomed! Okay, fine, he's hiding in a box on the first floor, between the two large stacks of crates, near the back. Don't worry about getting to the exit; Lucas will run to it automatically when you run out of time.

Bonus Card Location	Value
To the right of the cemetery path	1

Extra Life	Value
In the alley at the end of the cemetery path	1

Mental Health Actions	Effect
Save the kids	1
Don't save the kids	-20



#11. 01/28 08:11 AM

FRIENDLY COMBAT—Gymnasium



Carla: Warm up by doing a set on two different pieces of equipment in the gym. She can use the chest press machine, the rope, the small boxing bags and the floor mat.

Tyler: Warm up by doing a set on two different pieces of equipment in the gym. He can use the weights, the floor mat and the leg lift machine.

Carla & Tyler: Drink some water, turn on the stereo and get in the boxing ring. When you're inside the ring, you automatically control

Carla. You play a mini-game to make them fight. If you want Carla to win, perform well, if you don't, take the hits. It's much more satisfying to win than to throw the fight.

Bonus Card Location	Value
In the corner behind the ring	10
Mental Health Actions	Effect
Drink water	
Complete warm-up	
Win the match (first time only)	
Lose the match (first time only)	
Fail warm-up (third time only)	-5

#12. 01/28 3:37 PM

DEBRIEFING—Police Station Archives



Carla & Tyler: Talk to Captain Jones about the Lucas Kane case.

Carla: Turn on the lights, then go into the archives room. Carla must control her breathing at all times, even when she is performing an action, like turning one of the wheels.

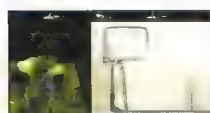
In the first set of bookcases, turn the wheel on the far right. In the second, turn the wheel on the far left, then the far right. You should have a clear path to the computer terminal. There are two sets of bookcases now, one on the left and one on the right. Work with the ones on the left first. Turn the wheel on the right, then go to the back row. Turn the wheel on the right, then the one on the left. Turn on the power. Go back to the terminal, then face the bookcases on the right. Turn the wheel on the left. Go to the back row and turn the wheel on the

left. Go back out to the first row, and turn the wheel on the left again, then turn the wheel on the right. Go to the back row, and turn the wheel on the right. Go between the shelves here and look at the tape on the left. Take it to the terminal.

Bonus Card Location	Value
Across from entrance in Archives	10
Mental Health Actions (Carla)	Effect
Find the KIRSTEN file	
Panic in the dark	-10
Give up	-30
Mental Health Actions (Tyler)	Effect
Note: Only if Carla gives up	
Find the KIRSTEN file	+10
Worry about Carla (if she panicked in Archives)	
Find Carla depressed	-10

#13. 01/28 3:37 PM

DEBRIEFING—Takeo's Bookshop



Tyler: Walk down the stairs and talk to Takeo. Go to the back of the first floor and look at *The Tempest* with a magnifying glass. You'll see a handwritten inscription on the page before the story starts. Put the book away and a scrap of paper will fall

out. Check it out. As you start to leave, Takeo will call you back and ask you to find a book for him. Take the book he gives you and look at it. It was edited by De Gruttola. Leave it there. Next, look at the

book on the desk behind Takeo. It tells you how the books are organized. Now look at the book next to the entrance. It tells you that De Gruttola is filed under 1796. Therefore, the book Takeo wants is on the third floor, in the white section. Get the book and give it to Takeo.

Bonus Card Location	Value
On the entrance floor of the bookstore	
Bottom of the stairs after the book hunt	
Mental Health Actions	Effect
Find the bookmark	+10
Find Takeo's book	+10
Bring wrong book to Takeo	-10

#14. 01/28 7:12 PM

MEETING AGATHA—Agatha's House



Lucas: Ring Agatha's doorbell, then go inside. Walk all the way down the hallway into the sitting room, then check the door on the left to find Agatha in her bedroom. Push her down the hallway to the room full of crows (opposite the kitchen). Talk

to her about the murder. Get the feed bag out of the bottom drawer in the dresser, and feed several of her crows. Talk to her again. Push her back to the sitting room. Get the candles from the dresser in the sitting room and the matches from the table in the kitchen. Put the candles in the holders in the sitting room and light them. Turn off the

lights and close both curtains, then sit down next to Agatha. Another mini-game will start; keep up with the mini-game or Lucas will lose his concentration.

Bonus Card Location	Value
In the kitchen	
In the bathroom	
Extra Life	
The talisman on the nightstand in Agatha's bedroom	
Mental Health Actions	Effect
Hypnosis is successful	
Hypnosis fails	
Hypnosis fails (1)	-10
Hypnosis fails (2)	-10

#15. 01/28 7:12 PM

QUESTIONS & BULLETS—Police University



Carla: Go to the end of the row and talk to Robert. He'll ask you to demonstrate your shooting skills. Acquit yourself well here and you'll earn a compliment, and Carla's mood will rise. If not, you'll get insulted and her mood will lower. Talk

to him some more and you'll have to shoot a second time. Once that's over, talk to him again and this sequence will end.

Mental Health Actions	Effect
Target practice succeeds (1)	
Target practice succeeds (2)	
Target practice fails (1)	-10
Target practice fails (2)	-10

#16. 01/28 7:12 PM

DOUBLE OR QUITS—Outside Police Station



Tyler: If you warm up, you get to start with the ball. If you decide to make fun of Jeffrey's outfit instead, he'll start with the ball. Play the mini-game well enough to score 10 points before Jeffrey does and save Tyler a hundred bucks.

Mental Health Actions	Effect
Make fun of Jeffrey	+1
Win the basketball game	+10
Lose the basketball game	-30

#18. 01/28 9:27 PM

DARK OMEN—Carla's Place Police Station



Carla: Answer the phone in the living room.

Tyler: Fax the scrap of paper to Carla. Check the world news on your computer. Call Carla.

Carla: Put on some clothes from the closet in the bedroom, then answer the front door. Get some wine glasses from the corner cabinet in the kitchen and drink with Tommy. He'll read Carla's fortune using some tarot cards. It doesn't matter what cards you choose, you'll always get the same morbid foretelling. When

Tommy leaves, Carla will ask him about the scrap of paper. Call Tyler. **Tyler:** Sit down and turn on your light, then look at the scrap of paper again. Move the light underneath until the watermark is revealed.

Bonus Card Location	Value
Carla's Bathroom	
Police desk in large room	

#19. 01/29 4:32 PM

FACE OFF—Naser & Jones Bank



Lucas: Get up and hide the piece of paper with stock data on it that's on the desk. When the mini-games activate this time, you'll be able to read the cop's minds after they question you. Tell the truth, and joke around to relieve the tension when you see

the composite sketch. Also say that the commotion yesterday was caused by your epilepsy.

Carla or Tyler: Take the pen from Lucas' desk and check his left hand drawer for the stock data list.

#20. 01/29 7:12 PM

BACK TO AGATHA—Agatha's House



Lucas: Check Agatha's body, then go to the bird room and check the bottom drawer to find a key in the seed bag. Use it to unlock one of the bird cages to find a piece of old newspaper. Escape through the sitting room window.

#21. 01/29 7:12 PM

HAPPY ANNIVERSARY—Tyler's Apartment Police Station

Tyler: After the day of stress, Tyler finally gets a chance to relax.

Proving he's a true ladies' man, he remembers his anniversary, helps with the cooking, pours some champagne and dances with a beautiful woman. Don't step on her feet or you'll need to try again.



#17. 01/28 9:27 PM

THE STORM—Lucas' Apartment



Lucas: Answer the phone.

Lucas is going to have a hard time explaining this one to his landlord. Furniture and building fixtures in his apartment start using him for target practice. Mimic the on-screen

prompts to avoid getting flattened or blown into oblivion.

When Markus arrives on the scene, look at the name tag by the door, ring the doorbell, break down the door, then check the balcony to rescue Lucas.

Mental Health Actions (Carla)	Effect
Use the bathroom	
Eat	
Sleep	
Find explanation for watermark on TV	
See Tommy at the door	
Drink wine	
Listen to Tommy talk about his love life	
Tommy explains the watermark	
Watch TV	
Tommy reads Tarot (1)	
Tommy reads Tarot (2)	
Tommy reads Tarot (3)	
Tommy reads Tarot (4)	
Carla talks about her love life	
Carla talks about her work	

Mental Health Actions (Tyler)	Effect
Drink water	
Drink coffee	
Play with basketball	
Find clue on Internet or newspaper	+10
Find the watermark	+10
Get tired every two minutes (can be fatal)	-20 each time

Bonus Card Location	Value
In Lucas' desk drawer	+10

Mental Health Actions (Lucas)	Effect
React to dust mite vision (1)	
React to dust mite vision (2)	
React to dust mite vision (3)	-20

Mental Health Actions (Carla/Tyler)	Effect
Take the pen	
Find the listing	
Find the book	+5

Bonus Card Location	Value
Inside Agatha's bedroom	+10

Mental Health Actions	Effect
(Intro) Hope to have answers	
Find clue	+20
Agatha is dead!	-20



Carla: In this scene, you must match two pairs of evidence. Memorize one, pick up the other, then link them. There are multiple ways to do this. The composite sketch on the bulletin board links to the blue

folder in the tray on the corner of Carla's desk with Lucas' employment file in it. You can also show the composite sketch to Martin to create a link. Check your e-mail for Lucas' fingerprint data after Garrett calls; you can match it to the killer's fingerprint data, which is on Tyler's desk. Call Tyler when you have enough evidence.

Tyler: Answer the phone.

continued

#21. 01/29 7:12 PM continued

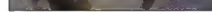
Bonus Card Location	Value
Along the wall in the police station on the same side as the double door entrances	10
Mental Health Actions (Carla)	Effect
Solve the investigation	10
Link the first two pieces of evidence	10
Drink coffee/water	10
Get help from Martin	10
Play with yo-yo	10
Get discouraged every three minutes (can be fatal)	-10
Try to leave station	-5
Mental Health Actions (Tyler)	Effect
Kiss Sam on the couch	10
Make a hasty exit	-20

#23. 01/29 8:03 PM

CONFRONTATION—Lucas' Apartment

Carla: Open all the doors inside Lucas' apartment. She and Tyler notice a change in decor.

Lucas: It's time for the most stunning action sequence in the game. Dodge bullets, cars and trains, hang from helicopters and leap impossible heights.



Mental Health Actions (Carla)	Effect
About to arrest Lucas (intro)	10
Missed catching Lucas	-20

#26. 01/30 08:56 AM

SOAP, BLOOD & CLUES—The Laundromat

Carla: Talk to Garrett. Go inside and inspect the dead woman's body, the blood on the tile and the dead man's body.

Tyler: Inspect the dead man, the dead woman, the pay phone and the washing machine on the upper left. Talk to Carla when you're ready to leave.



#27. 01/30 2:14 PM

THE FUGITIVE—Tiffany's Place

Lucas: Climb over the fence. Wait for the two cops to look away, then climb up the pipe. Inch across the ledge to the other side of the fence. Climb the fence again, then inspect Tiffany's window. If you try hard enough, you can force it open. You can also use a rock to break it. Inside the apartment, check the kitchen for food and drink. Watch TV, and eventually you'll see a specialist in Mayan civilization being interviewed. Lie down on the bed to recover some mental health points. Tiffany will eventually come home. When the cops come, hide outside the bedroom window.



#28. 01/30 2:14 PM

JANOS—Bellevue Asylum

Carla: Janos' cell is down the second corridor on the right. Mark your steps carefully. Check out the graffiti scribbled all over the walls of Janos' cell. Inside the cell, talk to him about the KIRSTEN case, and tell him that maybe he isn't really crazy. Afterward, a power



outage knocks out the lights and unlocks the cells of all the inmates. Once again, Carla has to fight her claustrophobia if she wants to survive. Her breathing must be carefully regulated; she must breathe calmly while moving toward the exit and also hold her breath when an inmate gets too close. (You'll know when an

#22. 01/29 7:48 PM



BLOODY WASHING—

Agatha's House

Lucas: As Lucas is leaving Agatha's House, he has a vision of another homicide that happens in a laundromat.

#24. 01/30 08:42 PM



CAPTAIN JONES IS REALLY UPSET—Police Station

Carla & Tyler: Explain the situation to the captain, taking turns.

Mental Health Actions	Effect
Get yelled at (1)	10
Get yelled at (2)	-5

#25. 01/30 08:56 AM

FALLEN ANGELS—Saint Paul's Church



Lucas: Talk to Agatha. After the conversation, Lucas will learn what it means to be "Touched by an Angel" in another action sequence. Talk to Markus.

Bonus Card Location	Value
Inside a laundry cart	10
Mental Health Actions (Carla)	Effect
Look at Jose's slashed forearms	10
Look at pool of blood	10
Mental Health Actions (Tyler)	Effect
Look at the telephone	10
Look at Anita	10
Look at Jose	+5

Bonus Card Location	Value
In the street	10
Extra Life	
In Tiffany's bathroom	10
Mental Health Actions	Effect
Exit	10
Sleep	10
Watch TV after turning it on	10
Watch TV after it turns on by itself	10
Kiss Tiffany	10
Open the window	10
Tyler leaves without	10
Fall off the scullion	10
Listen to the answering machine	-20
Look at the homeless person	10
Look at the crow	10
Fail to open the door	10
Cough while Tyler is in the apartment	-10

inmate is too close for you to breathe when Carla says, "He's right there!") Anyway, from the orderly's body, you need to go out, turn left and walk straight to get to the exit.

Bonus Card Location	Value
At the end of the center cor	10
Mental Health Actions	Effect
Voice over during the intro	10
Ask Janos several question	10
Power goes out	-20



#29. 01/30 7:31 PM

MEETING KURIAKIN—Museum



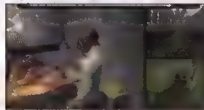
Lucas: Talk to Kuriakin and claim you're a freelance journalist. Joke around about looking familiar. He'll show you some artifacts. When he asks you who you really are, tell him the truth, and show him your forearms. Follow him out the side exit. Another action sequence starts.

Bonus Card Location	Value
In the corner of the room	100
Mental Health Actions	Effect
Get help from Kuriakin	10
Get turned in by Kuriakin	-20
Kuriakin dies	-20

#32. 01/31 9:01 PM

DANGER & UBIQUITY—Sleazy Hotel

Lucas: Get up and call St. Paul's Church. Tell Markus there's no time to explain.



Markus: Answer the telephone before talking to the Oracle. Lock the door and pick up the phone to talk to Lucas again.

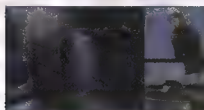
Carla: The numbers on the door of Room 369 seem odd. Kick the door in anyway for a humorous interlude.

Walk down to the real Room 369 and kick it open.

Lucas: Answer the phone.

#33. 01/31 10:13 PM

FATE ON RUSSIAN HILLS—The Fun Fair



Lucas: Enter the amusement park. Go into the control box and turn on the rollercoaster. Get into the car and pull down the safety bar. At the top, walk across the beam, carefully modulating his steps with the L and R buttons. Untie Tiffany from the pole.

#34. 02/01 9:40 PM

CHILD'S PLAY—Unknown Place



Lucas: Keep an eye on the map in this level. The yellow line shows the way you need to move, and the red dot marks your target. Wake up Markus and climb out the window. Stay in the building shadows as you inch across to the right. Watch the

soldiers and wait for a chance to cross to the next building shadow. When you get to the end of the third building, double back and hide behind the car until the patrolling soldier passes. Make sure Markus has enough clearance to follow you behind the car. Go back to the edge of the third building, hide behind the water tower, then approach the other end of the third building. You'll see another soldier.

Markus: Go back to the other end of the building where there is a pile of rocks. An exclamation point should appear in the action menu. Cause a distraction.

Lucas: Cross the center, avoiding the two spotlights, and reach the other set of buildings. Wait for Markus.

#35. 02/01 9:40 PM

CHECKMATE!—Unknown Place



Lucas: The Oracle is having another meeting with his superiors. Keep up the rhythm to spy.

#30. 01/31 4:59 PM

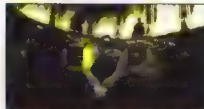
MAYAN SECRETS—Unknown Place



Lucas: Talk to the Oracle about whatever you'd like. He tries to kill you again no matter what. An action sequence will begin with a large cat chasing you through the jungle.

#31. 01/31 7:21 PM

THE CLAN—Unknown Place



Lucas: Successfully play the mini-game so Lucas can continue to spy on the Oracle. If you don't keep up the rhythm, the vision will fade.

Mental Health Actions (Lucas)	Effect
Markus is saved	10
Evade Carla and Tyler	10
Markus dies	-60
Receive phone call from Oracle	-20

Mental Health Actions (Carla)	Effect
(Intro) Lucas is found	10
Miss Lucas again	-30

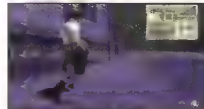
Bonus Card Location	Value
From the homeless man, walk left	100

Extra Life	Value
Walk along the exterior fence to find	100

Mental Health Actions	Effect
Rescue Tiffany	10
Lucas falls	-95



Markus: Follow Lucas to the other set of buildings. When the two of them are together, walk to the end of the building and hide behind the rocks. They'll look at the pole. Walk around the back of the building and kick over the barrel.



Carla: Get up the pole and across the telephone wires, timing your movement so the scanning spotlights don't find you. Don't just sit still—the spotlights are moving, so you have to keep going. Slide

down the pole and run over to the hangar. Open up the doors.

#36. 02/01 10:24 AM

THE PACT—The Cemetery



Carla: Tiffany's grave is along the third path on the right. You can see a fresh wreath of flowers on top of it. When Lucas appears, choose to trust him. During the mini-game, you can read her mind.

Mental Health Actions (Lucas)	Effect
Form an alliance with Carla	10

Mental Health Actions (Lucas)	Effect
Decide to trust Lucas	10
Form an alliance with Lucas	10
Decide to be wary of Lucas	-10



#37. 02/27 09:30 AM



JADE—Unknown Place

Lucas: Play through the mini-game to see that Jade is in the St. Thomas orphanage.

#39. 02/27 11:07 AM

WHERE IS JADE?—The Orphanage

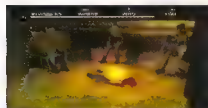


Lucas: Go to the last door on the left and grab Jade. If you read her chart, it says that she is autistic and never speaks. When the Oracle confronts you, escape out the side exit. Next comes another action sequence that's more over-

the-top than any of the previous ones. Lucas' powers have matured. It's a long sequence, so don't lose your concentration. When the helicopters arrive, you have to push the stamina meter all the way to the right to clear the jump. After Lucas displays some spiderlike skills, he'll end up in a room with Agatha. Talk to her, then refuse to give her the child. Another mini-game will start, and this one's hard on your trigger finger. Don't get sucked into the vortex.

#40. 02/27 2:21 PM

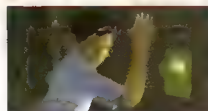
BOGART—Underground Secret Base



Lucas: Follow the homeless man. Talk to Carla. Go up to the fire to be reunited with Markus. Bogart invites you to sit down. Talk to him. Carla: Go to the end of the path behind Bogart to find a broken radio.

Get inside the last subway car to find a flashlight. Take the batteries out. Turn and go to the opposite end of the path, then look at the sheet of iron rods. Pull one off to use it as an antenna. Put everything into the radio and switch it on. After listening to the grim news, warm up by the fire. Check on Jade, then visit Lucas in the first train car to start a blooming romance. I guess Lucas got over Tiffany's untimely death quickly.

#41. 02/28 03:01 AM



REVELATION—Wishita Military Base

Lucas: Get up and eavesdrop on your arguing parents.

#42. 02/28 9:31 PM

FINAL COUNTDOWN—Wishita Military Base



Lucas: Carry Jade to the entrance. Inside, fight the Oracle again. You just need to generate enough energy (using the L and R buttons) to launch a ball of it at the Oracle to defeat him. After defeating the Oracle,

knock out the soldiers. Another unwelcome guest appears; a representative of the Purple Clan. Avoid getting sucked in, and launch the same energy field at him. Pick up Jade and lay her on top of the pool of chroma.

#38. 02/27 09:30 AM

FROZEN TO THE BONE—Police Station



Carla: Tell Tyler the truth.

Tyler: Tell Sam you're willing to move with her to Florida. Tell Carla your choice. Of course, if you decide to stay instead, Tyler will be wrecked. Either way, you will not get to play him again.

Mental Health Actions (Carla)	Effect
Tell Tyler the truth	
Lie to Tyler	-10

Mental Health Actions (Tyler)	Effect
Go to Florida with Sam	+20
Stay without Sam	Health reduced to 5 points

Extra Life	Effect
In the last bedroom on the right	

Mental Health Actions	Effect
Find Jade	+10
Don't give Jade to Agatha	
Don't find Jade before Oracle arrives	-10
Give Jade to Agatha	-10

Bonus Card Location	Value
On the tracks by the subway train	

Extra Life	Effect
In one of the subway cars	

Mental Health Actions (Lucas)	Effect
Get reunited with Markus (if he didn't die)	+5
Sleep with Carla	

Mental Health Actions (Lucas)	Effect
Sleep with Lucas	
Listen to bad news on the radio	-5



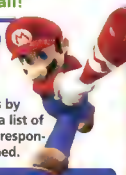
MARIO SUPERSTAR BASEBALL™

Strategy Guide
by Geoff Arnold

In the style of *Mario Golf* and *Mario Tennis*, Namco has teamed up with Nintendo to bring you *Mario Superstar Baseball*. There are over 30 playable characters in the game as well as a ton of minigames and challenges to keep you entertained throughout the playoff season. It's time to play some ball!

SUPERSTAR CHALLENGE LIST

To achieve Superstar status, you'll have to earn stars by completing specific tasks in Challenge Mode. Here's a list of the Star requirements for each character and the corresponding difficulty setting at which the Stars can be earned.



Mario

Mushroom

- Strike 'em out!
- Win MVP!
- Get a Red Fireball!

Flower

- Blast more than 2,000-points worth of Bob-ombs!
- Drive in a run with a Fireball swing!
- Make a big play!

Star

- Belt a 2-run homer or better!
- Drive in more than 3 runs in a game!
- Play a perfect game and win!

Special

- Belt a grand slam!

Luigi

Mushroom

- Smack a Hit!
- Win MVP!
- Get a Red Fireball!

Flower

- Make a jam-packed inning!
- Score over 300 points!

Star

- Strike out the last batter!
- Win with a shutout!

Special

- Be the MVP in the last game!

Donkey Kong

Mushroom

- Crack a long hit!
- Win MVP!
- Get a King Banana!

Flower

- Hit a home run!
- Score a run with a Banana Ball swing!
- Drive in runs with Mario!

Star

- Get 3 strikeouts in a game!
- Belt more than 2 homers in a game!
- Get a runner out with a laser beam throw!

Special

- Belt a homer with Diddy and Dixie Kong as runners!

Diddy Kong

Mushroom

- Crack a home run!
- Win MVP!
- Get a King Banana!

Flower

- Score a run with a Banana Ball swing!
- Drive in runs with Mario!
- Get 3 strikeouts in a game!

Star

- Belt more than 2 homers in a game!
- Get a runner out with a laser beam throw!

Special

- Climb up the wall and make a catch!

Peach

Mushroom

- Strike 'em out!
- Win MVP!
- Get a Lovely Heart!

Flower

- Strike out Bowser!
- Prin and bail with the Heart Ball and win the game!

Star

- Make a big play!
- Get 5 strikeouts!
- Score over 300 points by breaking walls!

Special

- Shut out the Bowser team and win!
- Become a captain and round everyone up!

Daisy

Mushroom

- Smack a Hit!
- Win MVP!
- Get a Red Fireball!

Flower

- Score a run with a Fireball swing!
- Strike out Bowser!

Star

- Smack the Bowser home run and win the game!
- Score a home run, a 2-run homer, and a grand slam!

Special

- Make a double play with Peach!

Yoshi

Mushroom

- Steal a base!
- Win MVP!
- Get an Egg!

Flower

- Win and lose with the Egg Ball and win the game!
- Reach base on a bunt with the bases empty!
- Belt either a triple or a home run!

Star

- Smack more than 2 hits in a game!
- Score over 100 points in Piranha Panic!
- Cross the plate more than 3 times in a game!

Special

- Get more than 3 outs in a game using the tongue catch!

Baby Mario

Mushroom

- Smack a Hit!
- Win MVP!
- Get a Red Fireball!

Flower

- Score a run with a Fireball swing!
- Strike out Bowser!

Star

- Smack the Bowser home run and win the game!
- Score a home run, a 2-run homer, and a grand slam!

Special

- Catch a booted ball!

Baby Luigi

Mushroom

- Steal a base!
- Drop a squeeze bunt!

Flower

- Get a Team Star!
- Win Piranha Panic with no damage!

Star

- Strike out Luigi!
- Steal a base more than twice in a game!

Bowser

Mushroom

- Crack a long hit!
- Win MVP!
- Get a King Banana!

Flower

- Score a run with a Banana Ball swing!
- Drive in runs with Mario!
- Get 3 strikeouts in a game!

Star

- Belt more than 2 homers in a game!
- Get a runner out with a laser beam throw!

Special

- Belt a grand slam!



Wario

- Mushroom**
- Smack more than 2 hits in a game!
 - Become a captain and win more than 900 coins!
- Flower**
- Get a hit with Mario!
 - Pitch and bat with the Phony Ball and win the game!
 - Strike out Mario!
- Star**
- Get a red gem in Chain Chomp Sprint!
 - Get more than 200 coins in the Toy Field!
 - Belt a home run with Mario!
- Special**
- Get more than 5 RBIs in the game!



Waluigi

- Mushroom**
- Strike a home run!
 - Win a game!
- Flower**
- Strike out a batter!
 - Strike out a batter!
- Star**
- Get a home run!
 - Get a home run!
- Special**
- Clear all minigames!



Koopa Troopa

- Mushroom**
- Drive in a run!
 - Pitch a whole game and win!
- Flower**
- Crack a long hit!
- Star**
- Smack more than 3 hits in a game!



Toad

- Mushroom**
- Let someone grab a baseball!
- Flower**
- Let someone grab a baseball!
- Star**
- Crush someone with a body check!



Boo

- Mushroom**
- Smack a hit!
 - Get 3 strikeouts in a game!
- Flower**
- Smack more than 2 hits in a game!
- Star**
- Win Wolf a shutout!



Toadette

- Mushroom**
- Smack a hit!
 - Smack a hit!
- Flower**
- Make a big play!
 - Make a big play!
- Star**
- Get a home run!
- Special**
- Hit the wall with the ball!



Shy Guy

- Mushroom**
- Smack a hit!
 - Belt more than 1,000 points worth of Bob-ombs!
- Flower**
- Make a big play!
- Star**
- Get 5 strikeouts!



Birdo

- Mushroom**
- Drive in a run!
 - Win a game!
 - Win a game!
- Flower**
- Make a big play!
 - Make a big play!
- Star**
- Get a home run!
 - Get a home run!
- Special**
- Be the MVP in the last game!



Monty Mole

- Mushroom**
- Steal a base!
 - Drop a squeeze bunt!
- Flower**
- Get a home run!
- Star**
- Reach base on a bunt with the bases empty!
- Special**
- Tag someone out while carrying the ball!
 - Cross the plate more than 3 times in a game!



Bowser Jr.

- Mushroom**
- Smack a hit!
 - Crash home plate!
 - Get a home run!
- Flower**
- Crash and bat with the Phony Ball and win the game!
 - Get a home run!
- Star**
- Strike out Mario!
 - Get a home run!
- Special**
- Be the MVP in the last game!



Koopa Paratroopa

- Mushroom**
- Smack a hit!
 - Cross home plate!
- Flower**
- Pitch a whole game and win!
- Star**
- Make a jumping catch!



Pianta

- Mushroom**
- Crack a long hit!
 - Strike out a batter!
- Flower**
- Hit a home run!
- Star**
- Get a runner out with a laser beam throw!



Noki

- Mushroom**
- Smack a hit!
 - Steal a base!
- Flower**
- Pitch a whole game and win!
- Star**
- Cross the plate more than 3 times in a game!



Hammer Bro

- Mushroom**
- Smack a hit!
 - Crack a long hit!
- Flower**
- Hit a home run!
- Star**
- Belt 2 homers in 1 game!



Toadsworth

- Mushroom**
- Catch the ball!
 - Smack a hit!
- Flower**
- Make a big play!
- Star**
- Steal a base!
 - Win MVP!
 - Clear all minigames!



King Boo

- Mushroom**
- Smack a hit!
 - Get a home run!
- Flower**
- Smack a hit with a home run!
 - Make a jumping catch!
- Star**
- Win a home run!
 - Be the MVP in the last game!

continued



Magikoopa

- Mushroom** • Drop a sacrifice bunt!
• Strike 'em out!
- Flower** • Make a great first catch & throwing!
- Star** • Win MVP!



Petey Piranha

- Mushroom** • Crack a long hit!
• Place first in Piranha Panic!
- Flower** • Hit a home run!
• Shut out Mario's team and win!
- Star** • Crush someone with a body check!
• Catch the ball more than 3 times in a game!



Dixie Kong

- Mushroom** • Smack a hit!
• Strike 'em out!
- Flower** • Make a big play!
• Crack a long hit!
- Star** • Beat Toad in Wall Ball!
• Climb up the wall and make a catch!



Goomba

- Mushroom** • Smack a hit!
• Drop a sacrifice bunt!
- Flower** • Beat Toad in Wall Ball!
• Steal a base more than twice in a game!



Paragoomba

- Mushroom** • Drop a squeeze bunt!
• Crack a long hit!
- Flower** • Make a jumping catch!
- Star** • Drive in more than 3 runs in a game!



Dry Bones

- Mushroom** • Drive in a run!
• Make a big play!
- Flower** • Win MVP!
- Star** • Get 3 strikeouts in a game!

Some of the stars can be extremely difficult to collect, especially the final stars for your team captains. These can only be acquired in very specific situations which are hard to set up intentionally; you will only acquire them through many hours of gameplay and having random luck. Be prepared to play a LOT of games in Challenge mode if you want to get all of the stars.

SUPERSTAR TIPS

Whether you're playing against a friend or the unforgiving CPU, it's always a good idea to play through the Practice Mode first to learn the basics. Here are some additional tips that we've compiled to help you become a superstar!

Batting



- **Base Hits are Key**—Smacking consecutive base hits is the quickest way to win games, and it's easy to do if you purchase the Nice Bat item from the shop. Timing is everything when trying to hit base hits. Try to swing your bat so that it intersects with the pitch at a 90° angle, and position yourself in the batter's box so you hit the ball with

better chance of hitting the ball out of the infield. In Challenge

Mode, you just don't have the hitting power to hit the ball in a gap, so a charge swing may help them greatly.

- **Control the Ball**—In Mario Superstar Baseball you are able to exert a small amount of control over the ball when hitting, and you can learn to aim for a specific section of the field. The timing of your swing is important; if you're a right-handed hitter, you'll tend to hit toward left field if you swing a bit early or right field if you swing a bit



late. The D-pad just before hitting the ball—and as you can see in the Barrel Batter minigame, pressing Down can give the ball a high-

arc shot. This is useful for hitting home runs, but it's also useful for hitting the ball into the outfield. If you're a left-handed hitter, you'll tend to hit toward right field if you swing a bit early or left field if you swing a bit late. The D-pad just before hitting the ball—and as you can see in the Barrel Batter minigame, pressing Up can give the ball a high-



- **Home Runs**—Some characters, such as Bowser and Donkey Kong are naturals at hitting home runs; you won't always need to hit the ball perfectly with them to put it over the fence. Other characters will need a little help—to clear some of the star challenges with these

players, you will need to use charge swings. To charge your swing

need to position yourself so that you hit the ball directly in the

out on a pop fly.

Pitching

Being able to strike out your opponent is just as important as having a good stick, especially in Challenge Mode when the CPU has last ups in every game. The key to being a good pitcher is to constantly mix up your pitches. Try to alternate between throwing balls, strikes, change-ups, fast balls and curve balls as much as you can to keep your oppo-



little ball control when throwing these pitches—the ball usually travels in a straight line from your throwing position. If a batter

end the game.

BOOK

TIPS & TRICKS

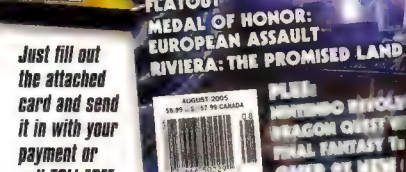
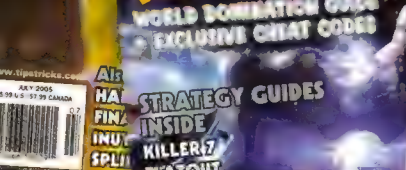
LIMITED TIME GIFT OFFER!

Buy one
subscription
at \$19.95 and get

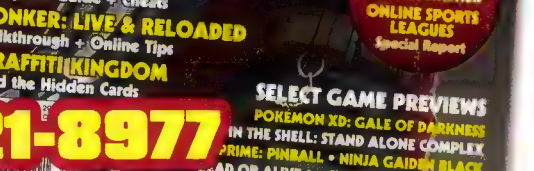
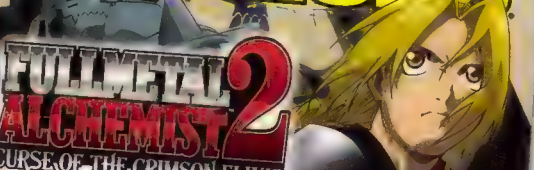
50%
OFF

each GIFT subscription!

OR Apply this to a 2-year subscription
and get the 2nd year for
50% off the annual
subscription price!



2,500+ CHEAT CODES INSIDE



1-800-621-8977

Just fill out
the attached
card and send
it in with your
payment or
call TOLL-FREE
to charge your
order today!

*PAYMENT MUST BE RECEIVED WITH ORDER
*First subscription: \$19.95; additional subscriptions (50% off): \$9.98 each.
OFFER EXPIRES 12/15/05. CFWOA

Baserunning



Proper baserunning is very important, as the harder difficulty settings, good baserunning skills will often put you into the lead. Again, Practice Mode is good for this, so practice repeatedly until baserunning becomes second nature, if you're constantly forgetting to tag up for

party. Get a close companion with a turbo tank on the bases.

Shop Items



Shop items will give you an advantage or level the playing field against the computer, and purchasing shop items becomes a necessity at the harder difficulty settings. While playing through Challenge Mode, I found that the Nice Bat helped me the most, even at Special dif-

item before every game.

RECRUITING PLAYERS

Throughout Challenge Mode, you will have the chance to recruit players to your team. These players will have varying abilities, and you will have to choose which ones to recruit. The game will also allow you to recruit players to your team.

Building the Perfect Team



Building the perfect team is a key to success in Challenge Mode. You will need to recruit players with different abilities to cover all bases. For example, you will need a player with a high batting average to get runs, and a player with a high fielding percentage to prevent runs. You will also need a player with a high pitching velocity to keep the opposition out.

Recruit the best players you can find.

Repower Jr. on Cleanup



Repower Jr. is a powerful player who can hit a home run at any time. Use him on cleanup to score runs and win the game. He is also a great pitcher, so you can use him to keep the opposition out.

Repower Jr. is a powerful player who can hit a home run at any time.

MINIGAME TIPS

Not only are minigames fun to play, but they also provide a great way to practice your skills. Here are some tips for playing minigames in Challenge Mode.

Bob and Derby



Bob and Derby is a fun minigame that involves a player on a skateboard. The goal is to hit a target and score points. Use your skills to hit the target and score as many points as possible.

Bob and Derby is a fun minigame that involves a player on a skateboard. The goal is to hit a target and score points. Use your skills to hit the target and score as many points as possible.

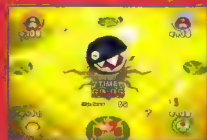
Wall Ball

Wall Ball is a fun minigame that involves a player throwing a ball at a wall. The goal is to hit the wall and score points. Use your skills to hit the wall and score as many points as possible.



Wall Ball is a fun minigame that involves a player throwing a ball at a wall. The goal is to hit the wall and score points. Use your skills to hit the wall and score as many points as possible.

Chain Champ Sprint



Chain Champ Sprint is a fun minigame that involves a player running. The goal is to run as fast as possible and score points. Use your skills to run as fast as possible and score as many points as possible.

Chain Champ Sprint is a fun minigame that involves a player running. The goal is to run as fast as possible and score points. Use your skills to run as fast as possible and score as many points as possible.

Piranha Panic

Piranha Panic is a fun minigame that involves a player avoiding piranhas. The goal is to avoid the piranhas and score points. Use your skills to avoid the piranhas and score as many points as possible.



Piranha Panic is a fun minigame that involves a player avoiding piranhas. The goal is to avoid the piranhas and score points. Use your skills to avoid the piranhas and score as many points as possible.

touching is good.



The twisted Black Hole Army has returned, and this time you'll need both screens as the war rages on two fronts. It's up to you to command your troops on the ground, in the air and at sea as you engage in dual screen combat in order to fend off the deadly invasion.

NINTENDO DS



Cartoon Violence

© 2006 Nintendo. INTELLIGENT SYSTEMS, "The Intelligent Entertainment" logo and Intelligent Game Boy Advance logo are trademarks or registered trademarks of Nintendo. DS, Nintendo DS, Game Boy Advance and Nintendo DS are trademarks of Nintendo. All other trademarks are the property of their respective owners. Sold separately. www.nintendods.com



A screenshot of a web browser window. The address bar shows a URL starting with 'http://'. The page has a red header with the text 'Welcome to the website of the University of the Pacific'. Below the header, there is a large image of a building, likely the University of the Pacific. The browser's status bar at the bottom shows the page is loaded.

A collage of six small images related to the book 'The Secret Garden'. The images include a large, gnarled tree, a small figure in a garden, a close-up of a flower, a person in a garden, a close-up of a flower, and a person in a garden. The collage is set against a dark background with a decorative border.



Flower Difficulty
To unlock the Flower difficulty setting, complete Challenge Mode with any team at

Special Difficulty
To unlock the Special difficulty setting, complete Challenge Mode with any

ting.

Shop Items



Buddy Emblem

To unlock the Buddy Emblem for purchase from the shop, defeat any team at any difficulty in Challenge Mode and recruit all of the team's players.



Secret Map

To unlock the Secret Map for purchase from the shop, you must win first place at least once in the Wall Ball, Piranha Panic, Bob-omb Derby, Chain Chomp Sprint and Barrel Battering minigames in Challenge Mode with any character at any difficulty in the same Challenge Mode game.



Super Star

To unlock the Super Star for purchase from the shop, you must first unlock the Secret Map item. Now win first place at least once in the Wall Ball, Piranha Panic, Bob-omb Derby, Chain Chomp Sprint, Barrel Battering and Toy Field minigames in Challenge Mode with any character at any difficulty in the same Challenge Mode game.

Extra Tidbits

Go for Mercy!

If you beat the computer by 10 or more runs at the bottom of an inning, they will claim "mercy" and all of the opposing character's teammates (including the team captain) will join your team.

The Road to Bowser

You don't have to recruit each team's captain in order to reach Bowser's team; simply defeat the team one time and move on to the next team. Defeat all of the teams to unlock the door to Bowser's castle in the least amount of time.

HOW THE COMPUTER CHEATS

Mario sports games are infamous for their cheating ways, and *Mario Superstar Baseball* seems to follow that same trend. This section deals with the blatant cheating by the computer-controlled teams—especially at the Star and Special difficulty settings—and gives you some tips to keep you from smashing your GameCube into tiny bits.



little room for an error or two. Chances are they will come back anyway, but at least you will retain some hope.



their face, then try sneaking a strike across the opposite corner.



player's chest and either have the same character catch the ball before it lands or have another player player grab it after it has bounced. I have also hit countless balls with Peach's or Wario's Star hit ability, only to have the computer stand underneath the exact drop point of the ball and catch it for an out. Your best bet is to just pretend that you don't have any Team Stars at all and pitch and hit normally.



ten a double play every inning on me—not because of poor baserunning, but simply because the computer decides it's time to end the inning or the game. The easiest way to avoid this is to

• The computer gets last ups every game. This always gives them a chance to outscore you in the last inning and win the game. Try to beat them by 10 runs or more when going into the last inning. This may not stop them from mounting a comeback, but it will give you a

• The computer will not swing at anything other than strikes. This happens very often at the Special difficulty setting, where the computer will not swing at any ball at all, only strikes. The only thing you can do is try to back them up off of the plate by throwing a ball in

• The computer is unaffected by Star pitches and Star hits and treats them as normal pitches and hits. This also happens a lot at the Special difficulty level. I have hit countless balls with Mario's Star hit ability, only to have them bounce off of the computer-controlled

• The computer pulls constant double and triple plays on you, sometimes as often as one per inning. Triple plays are rare in real baseball, but they happen all the time in this cheating game. I have played countless games against the computer where they have gotten

simply mash the X button when you hit a line drive or a pop fly; this will return your runners back to their previous base as quickly as possible. Regardless of your baserunning skills or batting skills, the computer will get double and triple plays with depressing regularity. Accept this as fact and move on.



me in the last inning. There isn't anything you can do about this, really; you have no choice but to put the ball over the plate, since the computer won't swing at any balls and is not fooled by your attempts to throw a change-up or a curve. Unless you acquired a Star for one of your characters or recruited some characters to the team during a game like this, your best bet is to shut off the GameCube and try again later, when your blood pressure is back to normal. This seemed to help me, as I was able to pick up some Stars and beat teams easily after I took a break from the cheating.



will not miss them; you will get none.

2. In Wall Ball, the computer will not charge up their pitch and will toss a ball at the music note wall when it is in the front. They will break the wall with the pitch; when you try this, you will not break the wall a lot of the time.

3. In Chain Chomp Sprint, the computer will always seem to run faster than you, even when you have a faster character, and your opponents always magically seem to be closer to those red gems and mushroom power-ups when they appear.

4. In Piranha Panic, the computer will gang up on you and will toss all of their Bob-ombs your way, even when you aren't in first place.

5. In Barrel Battering, the computer can control the ball with surgical precision, hit pretty much every barrel group that they want to and constantly hit the Bonus Barrel, sometimes two or three times during a game.

6. In Star Dash, the computer will know exactly where the star and mushroom power-ups and coin bags are going to land and will collect them before you even get close. After collecting the star, they will target you and chase you down, even if you're not in first place. The only thing I can recommend here is perseverance. It takes a lot of luck to beat the minigames at the highest difficulty setting. Keep trying and you will eventually get a break. When this happens, celebrate and be sure to save your game immediately.



grand theft auto™

**Vol.
10**

The San Andreas Chronicle

Pat Reynolds, Editor

Welcome to *The San Andreas Chronicle*, a monthly column that follows Carl "CJ" Johnson's path through the state of San Andreas in Rockstar Games' *Grand Theft Auto: San Andreas*. We'll also bring you information on the many side missions, odd jobs and secrets you'll want to find as you play through the game. This month, we'll show you how to master the wheel of a seafaring vessel, respond to more reader mail and look at the recent "hot coffee" controversy.



San Andreas RE-RATED: Rockstar's Coffee Is Too Hot for the ESRB

Shortly after the release of the PC version of *Grand Theft Auto: San Andreas*, determined hackers created a patch that enabled players to follow CJ inside his girlfriend's house after a successful date (when the girlfriend

asks CJ if he wants to come in for "coffee") and play a rhythm-based mini-game. Normally, the game would only show the outside view of the house while CJ and his honey did their thing inside. Rockstar quickly attributed this risqué mini-game (which was dubbed "hot coffee" by its creator) to clever hackers and, while not denying that it had originally intended to include it as a feature of the game, also did not admit to creating the code itself.

Skip ahead a few weeks. Several codes appear on the Internet, enabling the same "hot coffee" modification in the PS2 and Xbox versions of the game for players who own certain third-party cheat devices. Unlike the PC version, in which third-party modifications can alter the content of a game via software "patches," a



console game cannot display any content that wasn't originally programmed into the game and is not stored on the game CD- or DVD-ROM. Rockstar had no choice but to admit that it had created the controversial mini-game, but had decided not to allow players to access it in the final

product. The "hot coffee" mini-game quickly became the biggest video game-related news story in many years.

Word of the "hot coffee" modification to the already controversial *GTA: San Andreas* game was pounced on by crusaders against video-game violence such as New York Senator Hillary Clinton and outspoken attorney Jack Thompson, who used it as ammunition in their war against games like the *Grand Theft Auto* series. Shortly after the "hot coffee" mod appeared for the console versions of the game, the Entertainment Software Ratings Board (ESRB) met with Rockstar and both parties mutually agreed to change the game's rating from M ("Mature"—titles in this category may contain intense violence, blood and gore, sexual content and/or strong language) to AO ("Adults Only"—titles in this category may include prolonged scenes of intense violence and/or graphic sexual content and nudity). Although the content that provoked this ratings change is impossible to see during normal, unaltered gameplay, the fact that the code exists and is accessible via third-party cheat devices was enough for the ESRB to make the change. The result of the rating change from M to AO was that all major

retailers pulled the game from their shelves. Wal-Mart, GameStop, Target, Best Buy and dozens of others complied with the advice of the ESRB and ceased sale of *GTA: San Andreas*. At press time, only EB Games was still selling the game—with an AO sticker covering the original M rating symbol—although it has been checking IDs and denying sales to anyone not at least 18 years of age. Take-Two Interactive, the parent company of Rockstar and publisher of *San Andreas*, saw a drop in its stock price following the rating



change, and analysts estimate that Rockstar could lose as much as \$50 million in projected revenue because of the game's sudden disappearance. Rockstar released a statement indicating that it would soon issue a modified version of the game with the offensive content removed from the disc in order to regain the M rating. Copies of *San Andreas* appeared on Internet auction sites like eBay within hours of the announcement and were selling for as much as \$100, as the game had suddenly become very difficult to obtain.

Many observers feel that *San Andreas* is a target simply because of its popularity. There are plenty of currently-available games with equally controversial content; the M-rated console games *God of War*, *Leisure Suit Larry: Magna Cum Laude*, *The Guy Game* and *Playboy: The Mansion* all contain scenes of nudity, sexual references or encounters. None of these games has come under similar scrutiny...at least, not as this issue went to press. However, the *San Andreas* rating change is sure to force game developers to take a hard look at all content in their games, even code that's not intended to ever be seen during gameplay. The ESRB has indicated with this decision that its ratings system no longer applies only to playable content, but to content that may appear on the screen through the use of third-party cheat devices or software patches as well.



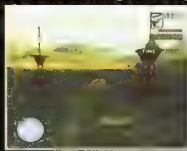
In the long run, the *GTA* series should remain relatively unaffected by this decision. *San Andreas* will soon reappear on store shelves—exactly the same as the current version but without the "hot coffee" mini-game assets—and future games in the series (such as the upcoming *Grand Theft Auto: Liberty City Stories* for the PSP) should retain everything you've come to expect from *GTA* titles...minus any hidden surprises.

BOATING SCHOOL

CJ can make use of vehicles on land, water and in the air during his adventures in the state of San Andreas. While he'll spend most of that time on land, there are schools for improving his skills at boating and piloting as well. Because CJ uses boats for only a tiny amount of time during the missions (much less than either cars or aircraft), the lessons at boating school are brief. There are only three of them to complete, but they incorporate many different skills you'll need to master to become a proficient captain of the high seas. To begin your seafaring courses, head to Bayside (north of San Fierro) and find the boating school at the end of a pier in a small shack.

Fresh Slalom

Directions: Navigate through the buoys as quickly as possible.



For this lesson you'll need to pilot your boat through each set of buoys, completing the exercise in 2:00 or less. The water makes turning a boat very different from turning with a land vehicle—boats tend to want to keep moving in a forward direction, so you'll need to begin your

turns much earlier than you would with a car or motorcycle. Keep an eye on the mini-map during this run; it shows you the locations of both the current set of buoys and the next set you'll need to hit. This is useful for setting up your turns ahead of time, as there are several sharp turns necessary to stay on the intended path. Take care to not hit any of the buoys; it's easy to get stuck on one of them and lose precious moments from your time backing out and putting the boat on track again.

Flying Fish

Directions: Jump over 55 meters to pass.



to fly off to either side. As long as you maintained a good speed during the approach, hitting the 55 meter mark or greater on your jump shouldn't be a problem at all.

Land, Sea and Air

Directions: Finish the race in under 3:00.



You'll get to try your hand at piloting a hovercraft for this lesson. Although it still handles like a boat, the hovercraft floats on a cushion of air created by high-powered fans located in the undercarriage. This enables it to move out of the water and onto land without losing speed or control. Like the first lesson, this one has you taking your hovercraft through a series of buoys. However, this time there are several ramps positioned between the buoys that you'll need to hit, and you'll have to drive up onto land in a couple of places as well. The toughest stretch is under the Gant Bridge, where missing a ramp will set you back a good deal of time; you'll have to back up and get up to speed again to go over the ramp. Remember the lessons learned in the first two exercises and you'll complete this one in good time.

Letters to the Editor



Grand Theft Auto: San Andreas—the game where it's okay to mug people and take their money, as long as you don't go out for coffee afterward.

Letters Clarification

The way to improve *The San Andreas Chronicle* is to put rocket shoes as a cheat code, use a Tommy gun as a weapon and a tennis racket, and last but not least, have it so CJ can knock people out and mug them.

—Andrew Huerta
La Puente, CA

We can't create cheat codes for things that aren't in the game (like rocket shoes and Tommy guns)...and come on, a jet pack isn't good enough for you? I do feel the need to point out, however, that you can knock people out and mug them in San Andreas, without any cheat codes. Simply walk up to a person, knock them out with the weapon of your choice, and collect the cash that they've helpfully dropped on the ground. If that's not a mugging, then my definition of the word must be out of date.

GTA Artwork

I have a great idea for *The San Andreas Chronicle*. You could include GTA fan art or funny GTA comics like a real newspaper.

—Gregory Magoon
Lakewood, FL

Fan art is not a bad idea...we'll consider that if we see any artwork coming in that's worth showing to all the San Andreas fans out there. As for a comic strip, we don't have the legal right to feature comics with the Grand Theft Auto characters on a regular basis.

Xbox vs. PS2

The *San Andreas Chronicle* is great and I would never have gotten where I am without it. Here is my suggestion to improve the *Chronicle*. The mission stuff is wonderful, but you know as well as I do that there is more to do in San Andreas than the missions. I would like to see more about the pastime stuff. Locations

of bars, stores, etc. Or how about a PS2 vs. Xbox comparison; which version has better graphics, gameplay, etc.? I have both systems and I would like to know.

—Kevin King
Loop, TX

Kevin, you'll be happy to know that we're finished covering the storyline missions in the *Chronicle*. The original plan was to run through the mission strategies, and then focus on other stuff you can do in the game, so you should be in hog heaven with the latest *Chronicle* offerings! Last month we covered driving school and dating, this month we're covering boating and "hot coffee"...next month, flying school! I like the idea of a comparison of the game on both systems; we'll probably run that in a future edition as well.

Man on the Street

I think you could improve *The San Andreas Chronicle* by asking people who have played it why they like it, and how they rate the game. I hope you like my idea.

—Romano Jesus II
Northglenn, CO

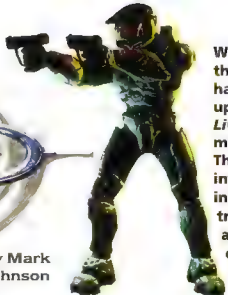
Having people comment on the game is an interesting idea, but I'd rather ask for opinions on different issues affecting the game, like the "hot coffee" controversy. It's a good idea, though, and one that we'll give some thought to including in a future column. The hard part would be finding a way to get a broad sampling of opinions and comments from people all over the country.

When we asked for suggestions to improve the *San Andreas Chronicle*, we wanted the readers to send us ideas for things to include in this monthly column, not things you'd like to see in the game. Unfortunately, we have absolutely no control over what you can do in the game, nor do we have any influence when it comes to submitting ideas for Rockstar to include in the next GTA game.

HALO

INSIDER

by Mark Johnson



With the release of *Halo 2*, the most popular Xbox game has been given a massive upgrade, incorporating Xbox Live support for online multiplayer matches among other refinements. This monthly column will keep you informed with the latest goings-on in the *Halo 2* community, including trends, strategies, tricks, exploits and new discoveries...and of course, we'll also show you how to become a more lethal online combatant.

Vol. 10



TERMINAL & GEMINI

Tired of people sneaking into the back of your base on the Terminal map? Need to know a good ambush spot on Gemini? Well, this is your lucky day. In this month's column, we're featuring those very maps. Terminal and Gemini are two of the new maps from the recently-released *Halo 2 Multiplayer Map Pack*, and like everything else Bungie has produced, they're awesome. Gemini is a remake of an old map from Bungie's *Marathon Infinity* pack (the *Marathon* series was a MacPC-based precursor to *Halo*), while Terminal is an all-new beast custom-made for some incredibly intense 1 Flag CTF games. Study the maps, check out our tips, learn the weapon locations and stop getting owned!

Terminal



Map Legend



Deep within the city of New Mombassa sits Lliwtoni Station, still untouched by the invading Covenant forces. Fighting in the city, however, has damaged the system controlling the public Maglev train, and the out-of-control cars periodically hurtle down the tracks in the middle of the map. The train is instant death for any players unlucky enough to be caught in its path, so look before you leap.



When on defense in 1 Flag CTF, you spawn above your flag, and you can't get back up once you drop down. There are a few plasma grenades lying to your left up here, and it's always a good idea to grab them and wait in the ceiling for the enemy to rush in on the flag. You can then proceed to rain explosive death on the weak fools from above as your teammates pepper them with a hail of gunfire.



This is the train of death. The Sword and the Overshield are waiting on the tracks to lure players to their doom, so be careful as you try to grab these items. Additionally, if you time it correctly, you can evade snipers or other enemies by leaping across the tracks right in front of the speeding cars and letting the train block your opponents' vision (and bullets). This is a great way to escape with the flag in CTF matches.



Defenders: If you can get the Sniper Rifle, put someone in position along this back wall by the courtyard outside the Flag base. Offense can quickly rush the back of your base by charging through the parking garage, but this position gives you a perfect line of sight as they drop down for the capture. You can then act as spotter for your team if any opposing player manages to evade your sniper fire.

Gemini

The once-quiet halls of this Covenant tower are now home to the sounds of conflict, as you and your friends battle it out above the cityworld of High Charity. The first few times you play Gemini, it feels like a small, closed-in map. The more familiar you get with it, however, the more you'll realize that it's actually a great mid-range map in which a good Carbine dominates. When your opponent gets close, though, the blade on the back of the Brute Shot can prove to be deadly; it's a great way to put an end to any in-your-face encounters.



eye on your radar as you wait for your next unlucky victim. Move to another position after a few kills, though, or you'll be an easy target for a well-placed grenade.



Snipers and Brute Shots work well from up here, and a Plasma Pistol can be used to aid teammates down below by dropping the shields of their opponents. Once the enemies figure out that you're up here, they'll try to warp in and melee your unprotected back or snipe you from the opposite platform, so watch out.



The Sword on Gemini is right in the middle. Make sure your team (or you, if it's Free for All) grabs this weapon early, as it is crucial in the difference between victory and shame. While this map is mostly geared toward mid-range combat, there are plenty of obstacles for a good player to take advantage of; use them to throw off enemy aim until you've closed the distance enough to end your opponent's life with a Sword lunge. Of course, all that cover means that you might also end up stabbing a rock.



SGT. JOHNSON'S FOXHOLE

Here in The Foxhole, I'll tell you everything you need to know, but are too lazy to figure out! Statistics, strategies and anything else that a wet-behind-the-ears private needs to be the best. Kit up and move out, soldier—It's training time!

Up for examination this month: the Magnum. This tiny little gun is considered by many players to be one of the least appealing guns on its own, but in the hands of a skilled dual-wielder, it will shred your shields and drop you quicker than you can cry for your momma. Below you'll find the essential facts like melee speed, clip size and reload time, as well as a few tips on how to use the Magnum effectively. So take this knowledge out to the field and practice up so you can surprise your opponent with the quick kill!

MAGNUM



Specs

Ammo Type: Ballistic
Clip Size: 12 (maxes out at five clips or 60 rounds)
Firing Mode: Semi-Automatic
Reload Speed: 1.6 Seconds
Melee Speed: 0.8 Seconds
Melee Hits with Shields: 3
Melee Hits without Shields: 1

Melee Hits with Overshields: 5
Scope: None
Range: Short to Mid-range
Accuracy: Medium

Shots Required

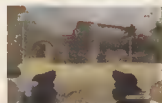
Head Shots: 13
Body Shots: 21
Head Shots with Overshield: 36
Body Shots with Overshield: 45
These numbers are based on an opponent with full shields at the time of engagement.

Strengths

The Magnum is a deadly weapon when paired up in a dual-wield combina-

tion and works extremely well with an over-charged Plasma Pistol. The rate of fire is quite fast, so you can quickly overload an enemy's shields.

Weaknesses



Ever since Bungie implemented the 1.1 patch, the Magnum hasn't been as powerful as it once was. Your aim has to be dead on now, and only head shots are really worth it.

Definitely not the wonder gun it was in *Halo: Combat Evolved*, and weakened even further in the last auto-update, the Magnum isn't the weapon it used to be. While players used to snipe each other from across the map with this gun, the *Halo 2* version is un-zoomable and is only useful as a mid- to short-range weapon. If you find yourself mid-match with a sole Magnum as your only defense, find another weapon to wield along with it fast; this puppy can't stand up to most other weapons in the game on its own. In combination with an SMG or Plasma Pistol, the Magnum starts to shine due to its high rate of fire. What it lacks in strength, the Magnum makes up for in speed. Concentrated fire can quickly drop an opponent's shield. One of my favorite combos is the Magnum/Plasma Pistol, but you have to make sure you nail them in the head with the Magnum or it'll take too long! For the stylish types, see how far you can get with dual Magnums. Just imagine yourself moving in slow motion for that twin-pistol Hollywood effect.

SELECT GAME PREVIEWS

The purpose of *Select Game Previews* is to show you a select group of new and upcoming

games so YOU can influence the contents of *TIPS & TRICKS*. Take a look and see what interests you, then write down the names of the games you plan to buy or rent and mail them to *TIPS & TRICKS Select Game Previews*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. We'll total up your votes and use the results to determine which strategy guides we'll be featuring in upcoming issues of *TIPS & TRICKS*.



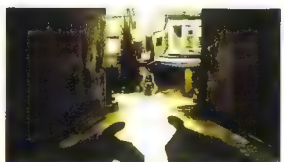
RESIDENT EVIL 5

Publisher: Capcom

In Stores: 2006



At the recent Xbox 360 Summit in Tokyo, Capcom showed a short movie clip of *Resident Evil 5* (known as *Biohazard 5* in Japan) to a stunned audience. The game is being developed by the same team that put together the critically acclaimed *Resident Evil 4*. As with most early announcements, very few details were released about the game, but the movie offered enough hints for fans to speculate about the next chapter in Capcom's zombie saga. The identity of the main character is still a secret, but it's clear that Chris Redfield is in the game. The movie starts with Chris slowly moving around through the dark, until he comes out into the bright and sunny outdoors. The setting looks like somewhere in the Middle East in the dead heat of summer. Blinded by the sudden light, Chris attempts to readjust to his surroundings when suddenly a group of "some-things" comes charging down the alley at lightning speed. Chris turns around, aims his pistol and the video ends. The new enemies are definitely not slow, shuffling zombies or the simpaten villagers from *Resident Evil 4*, but something else... something quick and fast! Is Chris a playable character or is this a prelude to a rescue mission? *Resident Evil 5* will feature next-generation lighting techniques to add a whole new dimension to the series; it's not only in darkness that you will need to squint to find enemies! Heat is also expected to be a big factor in the game, forcing the player to find shady areas to prevent heat exhaustion. *Resident Evil 5* is also being planned for the PlayStation 3, but so far there has been no announcement for the Nintendo Revolution.





FULL AUTO

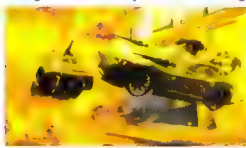
Publisher: Sega

In Stores: November



FULL AUTO

Full Auto is the game that will amaze your friends when you finally have your Xbox 360 up and running. The game's vehicles can be armed to the teeth with guns, cannons, rockets and more. Everything on the track can be destroyed; you can slow down opponents by literally tearing up the road or making bridges collapse on them! Full Auto also employs the Unwreck system, a handy feature that lets you rewind brief periods of time to correct mistakes. If you miss a crucial shortcut, you can rewind and change direction. If you're about to go bust from heavy enemy fire, simply rewind and evade the situation. With neck-breaking speed and eye-melting pyrotechnic effects, Full Auto should convince everyone that the new generation of gaming has arrived.



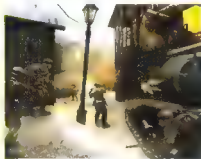
CALL OF DUTY 2: BIG RED ONE

Publisher: Activision

In Stores: November



The U.S. Army's First Infantry Division has a long and storied history of throw-caution-to-the-wind bravery and uncommon valor. As a member of the Big Red One, you'll be commissioned to lead your squad into some of the most chaotic—and deadly—battles of World War II, from Tunisia to Germany and all points between. But unlike the first installment in this first-person shooter franchise, in *Big Red One* you'll see the war through the eyes of one soldier as he transforms from a wide-eyed, innocent recruit to a steely, war-hardened fighting machine in some of the most intense melees of World War II. If beating down computer-controlled Nazis doesn't do it for you, Xbox and PS2 users can take the battle online.



RESIDENT EVIL 4

Publisher: Capcom

In Stores: November



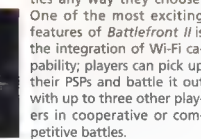
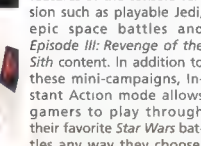
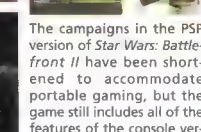
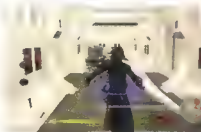
Any self-respecting *Resident Evil* fan probably already picked up the GameCube just to play *Resident Evil 4*, but if you're part of the PS2 faithful then now's the time to treat yourself to an instant classic. The PS2 version will include a new weapon for Leon called the P.R.L. 412 (Plagas Removal Laser 412), which should be pretty handy when tentacles shoot out of a villagers head. Widescreen mode will also be supported, just like the GameCube version. There's been some doubt that the PS2 version's graphics would be able to stack up against the amazing detail seen in the GameCube version, but from what we've seen there's nothing to worry about. In fact, *Resident Evil 4* could be the best-looking PS2 game yet!



STAR WARS: BATTLEFRONT II

Publisher: LucasArts

In Stores: October



The campaigns in the PSP version of *Star Wars: Battlefront II* have been shortened to accommodate portable gaming, but the game still includes all of the features of the console version such as playable Jedi, epic space battles and *Episode III: Revenge of the Sith* content. In addition to these mini-campaigns, Instant Action mode allows gamers to play through their favorite *Star Wars* battles any way they choose. One of the most exciting features of *Battlefront II* is the integration of Wi-Fi capability; players can pick up their PSPs and battle it out with up to three other players in cooperative or competitive battles.

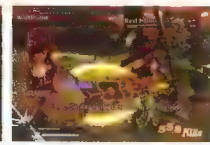
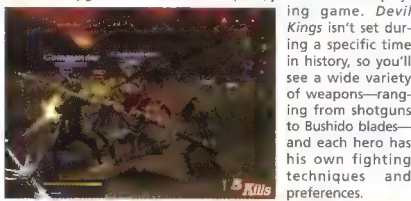


DEVIL KINGS

Publisher: Capcom

In Stores: October

If you took *Dynasty Warriors* and cross-bred it with Capcom's own *Devil May Cry*, you'd end up with something that resembles *Devil Kings*. You play as one of six heroes who sold their souls to the devil to gain superhuman powers, all fighting for control of the land. This isn't a simple hack-and-slash affair, though; you can develop your character and upgrade his skills and weapons, just like in a role-playing game. *Devil Kings* isn't set during a specific time in history, so you'll see a wide variety of weapons—ranging from shotguns to Bushido blades—and each hero has his own fighting techniques and preferences.



PHOENIX WRIGHT: ACE ATTORNEY

Publisher: Capcom

In Stores: November



"Objection!" "Hold it!" "Take that!" Slinging words like arrows,

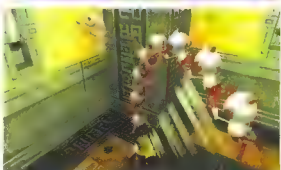
Phoenix Wright defends the innocent and upholds justice like a superhero in a three-piece suit. This DS title is actually a remake of the first in a series of three Game Boy Advance games that are known in Japan as *Gyakuten Saiban* ("Sudden Reversal Judgment"). The game is divided into different episodes, each dealing with a criminal case where Phoenix defends an innocent client. He has to gather evidence at crime scenes (through use of the Touch Screen) and catch witnesses in contradictions during cross-examinations to reveal the truth. Intelligent, witty, and often humorous, *Phoenix Wright: Ace Attorney* is an addictive game that can unleash anyone's inner legal eagle.



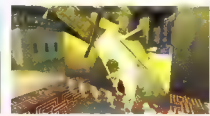
TOKOBOT

Publisher: Tecmo

In Stores: November



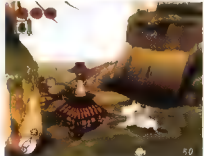
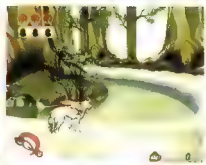
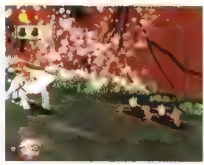
An adventurer named Bolt discovers some friendly and intelligent robots called Tokobots while he's exploring an ancient ruin. Tokobots can join forces by performing "team combos" to create ladders or even wings to carry Bolt to hard-to-reach locations. Starting with six of these loyal laborers, players will eventually accumulate a larger crowd of helpers as the game progresses. As Bolt progresses through the game, uncovering a world-threatening plot, he'll learn to make the new combinations and even help the little Tokobots transform into one huge robot using the "Karakuri Combination," so they can stand against the game's larger bosses.



OKAMI

Publisher: Capcom

In Stores: November



Okami is an intoxicating blend of storytelling, art and unique gameplay from Clover Studios (*Steel Battalion*, *Viewtiful Joe*). Influenced by traditional Japanese art, the game also takes its cue from Shintoism, an ancient Japanese religion. You control Amaterasu, the ancient Sun god, who takes the form of an okami (wolf) to interact with mortals. The game's calligraphy system lets you draw symbols using the analog stick to perform various "hand of God" miracles, like chopping trees or creating a ring of protection. *Okami* may be a little too steeped in Japanese culture for Western gamers, but the whimsical storybook presentation delivers a truly original game for the PS2.



The GREAT EDGAR Hunt

Also available on
Nintendo DS™ and
Game Boy® Advance



LIGHTS
CAMERA
ACTION!

Available for
Nintendo GameCube™
and Xbox®



IGNITION
entertainment



Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and /or in other countries and are used under license from Microsoft.

TM, ©, Game Boy Advance, Nintendo GameCube and Nintendo DS are trademarks of Nintendo. © 2004 Nintendo

ANIMANIACS and all related characters and elements are trademarks of and © Warner Bros. Entertainment Inc.

WBIE LOGO: TM & © Warner Bros. Entertainment Inc.

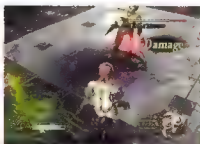
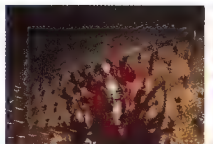
(505)



TRAPT

Publisher: Tecmo

In Stores: October



It's been over five years since Tecmo released *Deception III: Dark Delusion* for the PlayStation. Fans of the twisted and cruel trap game were convinced that the *Deception* series had come to an end. Out of the blue comes *Trapt*, continuing the series of guilty-pleasure torture games on the PS2! *Trapt* is a sinister strategy/action game where you lure your enemies into a Rube Goldberg-style chain reaction combo of gruesome traps. For example, you can throw your enemy up with a swinging blade, impale him into a spiked ceiling, have him drop down into a pit of fire and then catapult him into an iron maiden to finish him off. A map grid allows you to plan your amusement park of pain. Creative torture at its finest!

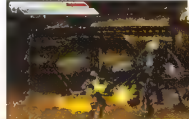


BOUNTY HOUNDS

Publisher: Namco

In Stores: October

Bounty Hounds is set in the far future, when technology has advanced to the point where it's possible to terraform other planets and make them suitable for human habitation. The na-



tive alien inhabitants resist, and war breaks out. Teams of mercenaries are hired to scout planets, battle alien species and clean up the mess before they roll in the astro turf. As the leader of a ruthless band of mercenaries, you pulverize alien species using 500 different weapons of mass destruction. You can hold two different weapons and even switch weapons from one hand to another without

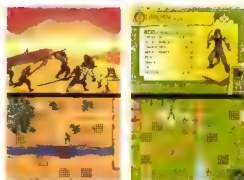
pausing. Enemy actions dynamically adjust to conditions such as your health and strength, while randomly-generated dungeons and wireless multiplayer add to the game's replayability.



BATTLES OF PRINCE OF PERSIA

Publisher: Ubisoft

In Stores: December



This exclusive DS title takes place after *Sands of Time* and before *Warrior Within*. The Prince tries to rid himself of the Dahaka, starting a war

between Persia and India when he unleashes a terrible evil. You control both the Prince and generals who are embroiled in the conflict, giving you a chance to see the story unfold from several different perspectives. In single player mode, you collect trading cards which are then used to control armies in multiplayer battles. There are many customization options, from the cards in your deck to the type of army you recruit. You can also take any of the nine generals through the entire single player and multiplayer scenarios.

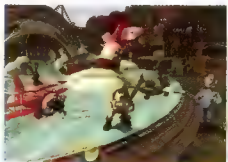
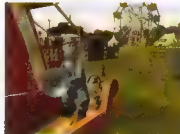


WALLACE & GROMIT: THE CURSE OF THE WERE-RABBIT

Publisher: Konami

In Stores: October

The cheese-loving Wallace and his steadfast canine companion Gromit have appeared in a number of clay-animated adventures, from a jaunt to the moon (to replenish their cheese stock) to the foiling of an evil penguin's fowl schemes. In their first feature film, *The Curse of the Were-Rabbit*, the pair protect produce that's been entered in the Giant Vegetable Competition, using their Anti-Pesto company, but something is slipping past their defenses and devouring the oversized exhibits. The game is based on the plot of the movie; players control Wallace, Gromit, and a rabbit named Hutch through four large areas, making use of wacky gadgets and gizmos to solve the mystery and save the Giant Vegetable Competition from utter ruin.





www.orbitalmedia.com/juka

©2005 Orbital Media, Inc. Juka and the Monophonic Menace is a trademark of Orbital Media, Inc. All Rights Reserved. Licensed by Nintendo. TM, (R) and Game Boy Advance are trademarks of Nintendo. ©2001 Nintendo. The ratings icon is a registered trademark of the Interactive Digital Software Association.



GAME BOY ADVANCE SP



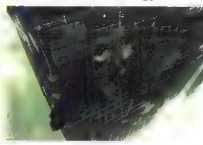
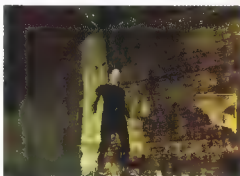
THE MATRIX: PATH OF NEO

Publisher: Atari

In Stores: November

Also on
PS2

If bad acting, an "out there" premise and cool special effects are your thing, then there's a good chance you're a huge fan of *The Matrix* trilogy. There may not be any more "I know kung fu" moments coming your way on the silver screen, but that doesn't mean you have to give up on Neo and the gang. You'll be able to follow Neo's transformation from Thomas Anderson to the Chosen One as you battle Agent Smith and his horde of A.I. minions in a battle for control of the world as we know it. The game also features a "Director's Cut" with additional footage from all three films in the trilogy.



FROM RUSSIA WITH LOVE

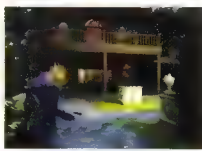
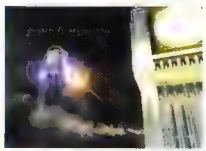
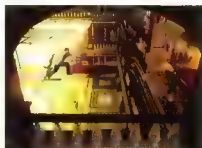
Publisher: EA

In Stores: November

Also on
GAMECUBE
XBOX

From *Russia With Love* is the first 007 game that puts players into the original 1960s James Bond era. The gameplay loosely follows the movie; players will have to fight through movie-based missions as well as non-linear stealth, action and vehicular missions created specifically for the game. The typical Bond array of gadgets and weapons is included, with the ability to "build your own Bond" by upgrading him throughout the game with the latest and greatest in technology. Multiplayer deathmatch is also included for the hardcore Bond fans out there, and after spending some hands-on time with the game, we only have one thing to say: Jetpack, baby!

FROM
RUSSIA
WITH LOVE
007



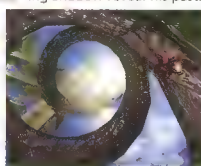
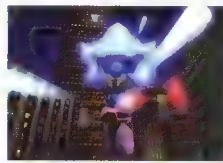
SHADOW THE HEDGEHOG

Publisher: Sega

In Stores: November

Also on
GAMECUBE
XBOX

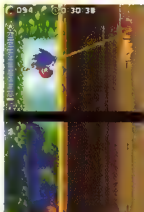
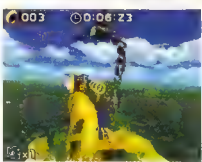
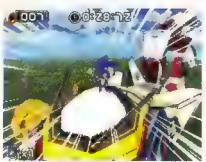
If Sonic is the Richie Cunningham of the hedgehog world, then Shadow is most definitely the Fonzie. Sonic's happy-go-lucky attitude is countered by Shadow's darker, more brooding personality. So it's only natural that Shadow questions his existence and purpose in life. In *Shadow the Hedgehog*, you take control of Shadow and try to uncover the truth about your own history and motives. The game stays true to the series as a platformer, but you'll have more than just blazing speed and a spin attack at your disposal; weapons and vehicles play an important role in helping Shadow reveal his past.



SONIC RUSH

Publisher: Sega

In Stores: November



After stomping all over the Super NES with his signature red sneakers, the world's most impatient hedgehog has undergone some anger management training and now lives in harmony with multiple Nintendo consoles. Sonic's DS debut introduces a new look to his platforming universe—the game field is elongated across both screens, featuring incredibly high jumps, gigantic loops

and breakneck speed. It's a 2-D game showcasing 3-D effects, and it includes a brand-new character named Blaze the Cat. Sonic and Blaze have parallel adventures that sometimes intersect, causing chain reactions in their respective home worlds as the two try to recover the mysterious and powerful Sol Emeralds.



INFECTED

Publisher: Majesco

In Stores: October



Infected is the first in a series of PSP-exclusive titles being developed by Planet Moon Studios, which most recently worked on the critically-acclaimed *Armed & Dangerous*. The game is set in New York City, where a spreading disease turns normal people into violent lunatics known as Infected. Officer Stevens is attacked, but he is not changed, thanks to an immunity in his blood. A mysterious man named Dr. Schaeffer creates a "viral gun" that fills shells with blood pulled from Stevens' arm; a single shot will kill an Infected instantly. A creative multiplayer mode lets winners "infect" other PSPs with their avatars; the more people you defeat, the further your digital doppelgänger will spread!

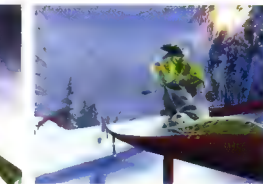
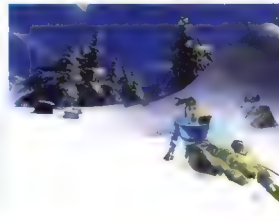
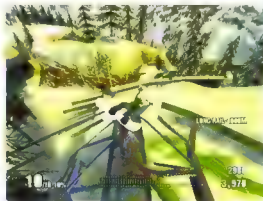
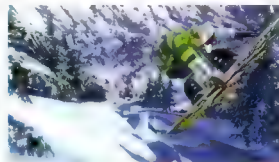
SSX ON TOUR

Publisher: EA

In Stores: November



In *SSX On Tour*, you take on the role of a lowly slope rider and try to elevate your character to superstardom by dominating the competition. One of the major gameplay changes from previous *SSX* games is the option to tackle the untamed slopes on skis instead of a snowboard. As you progress through career mode, you can either choose to participate in challenges to earn medals or tear up the mountainside and raise your status in off-track races against opponents. New Monster and Über tricks have been added, and the control mechanism for these tricks has been somewhat simplified; you can now activate them with the right analog stick.



ULTIMATELY THE BEST



COMING SOON



TELEGAMES

1-877-225-0000

www.telegames.com



YOOT SAITO'S ODAMA

Publisher: Nintendo

In Stores: November

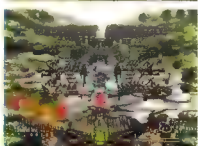


Yoot Saito and his studio, Vivarium, are known for one of the most bizarre creations on the



Odama

Dreamcast, *Seaman*. *Odama* isn't nearly as creepy and outlandish, but the idea of crushing ancient Japanese feudal armies with a giant pinball can only come from the mind of such an imaginative designer. The game uses the L and R buttons to control the flippers, while the Nintendo GameCube Mic is used to issue commands to your troops; they can defend, attack and carry supplies as the pinball does the demolition work. We're not sure if the Mic will be packaged with the game, but if you have *Mario Party 6* you might as well pick this one up.



PAC-MAN WORLD 3

Publisher: Namco

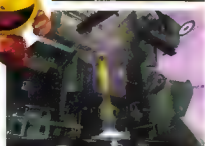
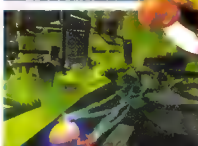
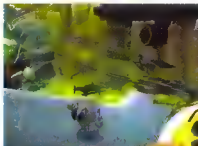
In Stores: November



An evil genius named Erwin has built a portal into the Spectral Realm,



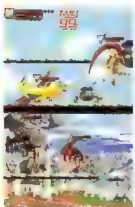
where the Ghosts dwell, and it starts to bleed into the real world, causing all sorts of problems. Pac-Man comes to the rescue, exploring the Spectral Realm by using new skills like fence climbing, wall jumping, pole swinging and punching enemies right in their fat faces. He's also got special weapons like a Time Decelerator, Super Butt Bounce and a Power Ribbon. In addition, you get to control Pac-Man's old nemesis, the Ghosts Pinky and Clyde! Just in time to celebrate Pac-Man's 25th anniversary, *Pac-Man World 3* also includes a complete version of the original *Pac-Man* arcade game.



GUILTY GEAR DUST STRIKERS

Publisher: Majesco

In Stores: November



Dust Strikers reunites all 21 characters from previous *Guilty Gear* games. Fights

take place in arenas that span both screens of the DS, as four characters face off at a time. Adding to the challenge are traps and varying floors that can catch you unawares during battle royales against computer-controlled characters or during Wi-Fi matches, where only the last survivor emerges victorious. There are several modes of play including Arcade, Survival and Vs. Battle; there's also a mode where you can play various mini-games (Billiards, Sword Practice and Arm-Wrestling) to unlock moves for Robo-Ky, a character who can be customized with different moves in Robo-Ky Factory mode.



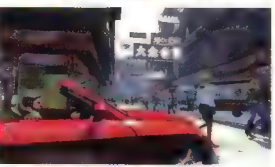
FRAME CITY KILLER

Publisher: Namco

In Stores: November



Frame City Killer lets you take on the role of Crow, an assassin hired to take down a powerful drug lord. As a firearms expert and master of hand-to-hand combat, Crow knows how to take out a target. *Frame City* is a sprawling metropolis with pedestrians and real-time traffic. Crow can drive all kinds of vehicles around the city. The free-roaming gameplay allows you to scope out your target and plan your assassination carefully. You need to gather information by stalking your victim to learn his/her habits before you strike at an opportune time. *Frame City Killer* uses the Unreal 3 game engine to produce sharp visuals and realistic physics.





Upcoming Game Release Calendar

Publishers: Please contact us with updates and/or corrections.

OCTOBER

24: The Game (2K Games) PS2
 25 to Life (Eidos) PS2 XB
 America's Army: Rise of a Soldier (Ubisoft) PS2 XB
 Armored Core: Formula Front (Agetec) PSP
 Atomic Betty (Namco) GBA
 Backyard Skateboarding (Atari) GBA
 Battlefield: Modern Combat (EA) PS2 XB - PSP
 Blitz: The League (Midway) PS2 XB
 Bratz: Rock Angels (THQ) PS2 GBA
 Brothers in Arms 2: Earned in Blood (Ubisoft) XB
 Bully (Rockstar) PS2
 Castlevania: Dawn of Sorrow (Konami) DS
 Codename: Kids Next Door (2K Games) PS2 XB - GC
 Cold War (Dreamcatcher) XB
 The Con (Sony) PSP
 Conflict: Global Terror (2K Games) PS2 XB
 Cowboy Bebop (Bandai) PS2
 Crash Tag Team Racing (Vivendi Universal) PS2 XB - GC - DS PSP
 Crime Life: Gang Wars (Konami) PS2 XB
 Dance Dance Revolution: Mario Mix (Nintendo) GC
 Devil Kings (Capcom) PS2
 Disney's Chicken Little (Buena Vista) PS2 XB - GC GBA
 Driv3r (Atari) GBA
 Doom 3: Resurrection of Evil (Activision) XB
 Ed, Edd n Eddy: The Mis-Adventures (Midway) PS2 XB - GC GBA
 Everglits (THQ) GBA
 EyeToy: Chat (Sony) PS2
 The Fairly OddParents: Clash with the Anti-World (THQ) GBA
 FIFA 06 (EA Sports) PS2 XB - GC - DS GBA PSP
 Fire Emblem: Path of Radiance (Nintendo) GC
 Ford vs. Chevy (THQ) PS2
 Frogger: Helmet Havoc (Konami) DS - PSP
 Ghost in the Shell: Stand Alone Complex (Bandai) PSP
 Golden Nugget Casino (Majesco) DS
 Grand Theft Auto: Liberty City Stories (Rockstar) PSP
 Gretzky NHL 2006 (Sony) PS2 PSP
 Gunstar Super Heroes (Sega) GBA
 Half-Life 2 (EA) XB
 Hello Kitty: Happy Party Pals (Valuesoft) GBA
 Jak X: Combat Racing (Sony) PS2
 Jaws Unleashed (Majesco) PS2 XB
 Juka and the Monophonic Menace (Orbital Media) GBA
 L.A. Rush (Midway) PS2 XB
 Legend of Heroes (Bandai) PSP
 LEGO Star Wars (Eidos) GC
 Madagascar Penguins (Activision) GBA
 Mario Tennis Adventure (Nintendo) GBA
 Marvel Nemesis: Rise of the Imperfects (EA) PS2 XB - GC - DS PSP
 Mega Man Zero 4 (Capcom) GBA
 Metroid Prime: Hunters (Nintendo) DS
 Metroid Prime Pinball (Nintendo) DS
 Moto GP4 (Namco) PS2
 MX vs. ATV Unleashed (THQ) PSP
 NBA 06 (Sony) PS2 PSP
 NBA 2K6 (2K Games) PS2 XB
 NBA Live 2006 (EA Sports) PS2
 NCAA March Madness 06 (EA Sports) PS2 XB - GC
 Neopets: The Darkest Faerie (Sony) PS2
 Nicktoons Unite! (THQ) PS2 XB - GC GBA
 The Nightmare Before Christmas: Oogie's Revenge (Buena Vista) PS2 XB
 The Nightmare Before Christmas: The Pumpkin King (Buena Vista) GBA
 Phoenix Wright: Ace Attorney (Capcom) DS
 Pokémon XD: Gale of Darkness (Nintendo) GC
 Popolos Crois (Agetec) PSP
 Ratchet: Deadlocked (Sony) PS2
 Resident Evil 4 (Capcom) PSP
 Resonance (Xpcc) XB
 Romancing Saga (Square Enix) PS2
 Samurai Shodown V (SNK) XB
 SBK: Snowboard Kids (Atari) DS
 Scourge: Hive (Orbital Media) PS2
 Serious Sam II (2K Games) XB
 Shadow of the Colossus (Sony) PS2
 Shattered Union (2K Games) XB
 Shining Force Neo (Sega) PS2
 Shogun Warrior: Real Time Conflict (Namco) DS
 The Sims 2: Nightlife (EA) PS2 XB - GC - DS GBA PSP

SOCOM 3: U.S. Navy SEALs (Sony) PS2
 Soul Calibur III (Namco) PS2
 SpongeBob SquarePants: Lights, Camera, Pencil! (THQ) PS2 XB - GC DS GBA
 Spyro: Shadow Legacy (Vivendi Universal) DS
 Stacked (Myelin Media) PS2 XB PSP
 StarGate SG-1: The Alliance (Namco) PS2 XB
 Stubbs the Zombie in Rebel Without a Pulse (Aspyr) XB
 SSX: On Tour (EA) PS2 XB GC PSP
 Teen Titans (Majesco) GBA
 Tony Hawk's American Wasteland (Activision) PS2 XB - GC - DS GBA
 Trap (Tecmo) PS2
 Trauma Center: Under the Knife (Atari) DS
 Ty the Tasmanian Tiger 3 (Activision) PS2 XB - GC GBA
 Ultimate Puzzle Games (Telegames) GBA
 Viewtiful Joe: Double Trouble (Capcom) DS
 Viewtiful Joe: Red Hot Rumble (Capcom) GC - PSP
 Virtua Tennis: World Tour (Sega) PSP
 The Warriors (Rockstar) PS2 XB
 Wild Arms: Alter Code F (Agetec) PS2
 Winback 2: Project Poseidon (Koei) PS2 XB
 Without Warning (Capcom) PS2 XB
 World Poker Tour 2K6 (2K Games) PS2 XB GBA PSP
 WWE Smackdown vs. RAW 2006 (THQ) PS2 - PSP
 Ys: The Ark of Napishtim (Konami) PS2
 X-Men Legends II: Rise of the Apocalypse (Activision) PSP
 X-Men Ball (Bandai) PS2 GC GBA
 Zoo Tycoon (THQ) DS

NOVEMBER

50 Cent: Bulletproof (Vivendi Universal) PS2 XB
 Aeon Flux (Majesco) PS2 XB
 American Chopper: Full Throttle (Activision) PS2 XB - GC
 Animal Crossing DS (Nintendo) DS
 Ape Escape Academy (Sony) PSP
 The Apprentice (Legacy Interactive) XB - DS PSP
 ATV Quad Frenzy (Majesco) DS
 Battlefield: Modern Combat (EA) 360
 Battletations: Midway (THQ) PS2
 Beatmania (Konami) PS2
 The Bible Game (Crave) PS2 GBA
 Blazing Angels: Squadrons of WWII (Ubisoft) XB
 A Boy and His Blob (Majesco) DS
 Burnout Legends (EA) DS
 Cable's Dangerous Hunts: Kill or Be Killed (Activision) PS2 XB - GC
 Call of Duty 2 (Activision) 360
 Call of Duty 2: Big Red One (Activision) PS2 XB - GC
 Castlevania: Curse of Darkness (Konami) PS2 XB
 Chibi-Robo (Nintendo) GC
 The Chronicles of Narnia (Buena Vista) PS2 XB GC DS GBA PSP
 College Hoops 2K6 (2K Games) PS2 XB
 Condemned: Criminal Origins (Sega) 360
 Dance Dance Revolution Ultramix 3 (Konami) XB
 Dexter (Sony) PSP
 Dead or Alive 4 (Tecmo) 360
 Donkey Kong Country 3 (Nintendo) GBA
 Dragon Ball GT: Transformation 2 (Atari) GBA
 Dragon Ball Z: Budokai Tenkaichi (Atari) PS2
 Dragon Ball Z: Supersonic Warriors 2 (Atari) DS
 Dragon Quest VIII (Square Enix) PS2
 Dynasty Warriors 5: Xtreme Legends (Koei) PS2
 Elder Scrolls IV: Oblivion (Microsoft) 360
 Electrolab (Nintendo) DS
 Fatal Frame 3 (Tecmo) PS2
 F1 Grand Prix (Sony) PSP
 Free Running (Eidos) PS2
 Full Auto (Sega) 360
 Gauntlet: Seven Sorrows (Midway) PS2 XB
 Greg Hastings Tournament Paintball MAXD (Activision) PS2 XB - GC PSP
 Guilty Gear: Dust Strikers (Majesco) DS
 Guitar Hero (Red Octane) PS2
 Gun (Activision) PS2 XB - GC 360
 .hack//G.U. (Bandai) PS2
 Harry Potter and the Goblet of Fire (EA) PS2 XB - GC - DS GBA PSP
 The History Channel: American Civil War (Activision) PS2 XB
 IHRA Drag Racing: Sportsman Edition (Bethesda) PS2 XB
 The Incredibles: Rise of the Underminer (THQ) PS2 XB GC DS GBA PSP
 Infected (Majesco) PSP
 It's Mr. Pants (THQ) GBA
 James Bond 007: From Russia With Love (EA) PS2 XB - GC PSP
 Kameo: Elements of Power (Microsoft) 360
 Karaoke Revolution Party (Konami) PS2 XB - GC
 Kim Possible: Minimizerator (Buena Vista) DS
 The King of Fighters '94 Re-Bout (SNK) XB
 King Kong (Ubisoft) PS2 XB - GC - 360 - DS GBA PSP
 Kirby (Nintendo) GC
 The Legend of Zelda: Twilight Princess (Nintendo) GC
 The Lord of the Rings: Tactics (EA) PSP
 Madden NFL 06 (EA Sports) 360
 Magna Carta: Year of Blood (Atari) PS2
 Mario & Luigi 2 (Nintendo) DS
 Mario Kart DS (Nintendo) DS
 Mario Party 7 (Nintendo) GC
 The Matrix: Path of Neo (Atari) PS2 XB
 Mega Man Battle Network 5: Double Team (Capcom) DS
 Mega Man X Collection (Capcom) PS2 - GC
 Metal Gear Acid 2 (Konami) PSP
 Metal Gear Solid 3: Subsistence (Konami) PS2
 Metal Slug 5 (SNK) XB
 Midway Arcade Treasures: Extended Play (Midway) PSP
 NBA 2K6 (2K Sports) 360
 Need for Speed: Most Wanted (EA) PS2 XB - GC - 360 - DS GBA PSP
 Neopets: Petpet Adventure (Sony) PSP
 New Super Mario Bros. (Nintendo) DS
 Okami (Capcom) PS2
 Operation Flashpoint: Cold War Crisis (Codemasters) XB
 The Outfit (THQ) 360
 Pac-Man World 3 (Namco) PS2 XB - GC - PSP
 Painkiller (Dreamcatcher) XB
 Payout Poker and Casino (Konami) PS2 XB - PSP
 Perfect Dark Zero (Microsoft) 360
 Pirates of the Caribbean: The Legend of Jack Sparrow (Bethesda) PS2
 Project Gotham Racing 3 (Microsoft) 360
 The Proud Family (Buena Vista) GBA
 Pursuit Force (Sony) PSP
 Quake 4 (Activision) 360
 Rogue Trooper (Eidos) XB
 Roll Call (Eidos) PS2 XB
 Scooby-Doo! Unmasked (THQ) DS
 Screw Breaker (Nintendo) GBA
 Sea World: Shamu Bay Adventure (Activision) PS2 XB - GC - DS - GBA
 Shadow the Hedgehog (Sega) PS2 XB - GC
 Shrek SuperSlam (Activision) PS2 XB - GC - DS - GBA
 Snocross 2 (Crave) PS2 XB
 SOCOM: U.S. Navy SEALs Fireteam Bravo (Sony) PSP
 Sonic Rush (Sega) PS2
 SpaceBob SquarePants: Yellow Avenger (THQ) DS - PSP
 Star Wars: Battlefront II (LucasArts) PS2 XB - PSP
 Suikoden Tactics (Konami) PS2
 Super Mario Strikers (Nintendo) GC
 Super Pac-Man Pinball (Namco) DS
 Teenage Mutant Ninja Turtles 3: Mutant Nightmares (Konami) PS2 XB - GC DS
 Test Drive Unlimited (Atari) 360
 Tiger Woods PGA Tour Golf 06 (EA Sports) 360
 Tokobot (Tecmo) PSP
 Tom Clancy's Ghost Recon 3 (Ubisoft) PS2 XB - GC - 360
 Tom Clancy's Ghost Recon: Advanced Warfighter (Ubisoft) XB - 360
 Tony Hawk's American Wasteland (Activision) 360
 Top Spin 2 (2K Games) 360 - DS - GBA
 Touch Golf (Nintendo) DS
 Trollz: Hair Affair (Ubisoft) GBA
 True Crime: New York City (Activision) PS2 XB - GC
 Ultimate Arcade Games (Telegames) GBA
 Ultimate Pocket Games (Telegames) GBA
 Virtua Pool (Sega) PSP
 Winx Club (Konami) PS2 GBA
 Championship Poker 2 Featuring Howard Lederer (Crave) PS2 XB - PSP
 Yoot Saito's Odama (Nintendo) GC
 Zathura (2K Games) PS2 XB - GBA

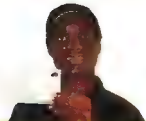
DECEMBER

And 1 Streetball (Ubisoft) PS2 XB
 Kingdom Hearts II (Square Enix) PS2
 Mortal Kombat: Deception Unchained (Midway) PSP
 Prince of Persia 3: Kindred Blades (Ubisoft) PS2 XB - GC DS GBA PSP
 Puyo Pop Fever (Sega) PSP
 Sunny (Sega) PSP
 Ultimate Brain Games (Telegames) DS



READER MAIL

TIPS & TRICKS 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211



If you send us a letter,
Earl will deliver it to us.

READER MAIL

MULTICONSOLE MAYHEM

When *Tips & Tricks* has a strategy guide for a game on more than one system, do you play the game on all of the systems? Like, in issue #126 you had a guide for *Medal of Honor: European Assault*. Did you play through all three versions of the game, or just one? Which version do you use to take the pictures?

—Ashif Jamal
Buffalo, NY

We very rarely have enough time to play three different versions of the same game in order to prepare our monthly strategy guides, so we usually stick to just one version—and in these cases, we always try to get the publisher's assurance that there are no significant differences between the various platforms. The one we choose depends on what's available; for example, we may get our hands on the PS2 version of a multiconsole game, but not see a reviewable copy of the Xbox or GameCube version until several weeks later.

Unfortunately, there have been occasions where we found out too late that a game had some significant differences between the various console versions. In fact, it happened with this month's *Darkwatch* strategy guide, which Pat wrote after playing the Xbox version of the game. Just as this issue was going to press, we learned that the PlayStation 2 version of *Darkwatch* has some exclusive features that don't appear in the Xbox version; namely, a special weapon (splitter grenades), a two-player split-screen cooperative story mode and an exclusive level called "War Train" that appears near the end of the game. Our sincerest apologies to any confused PS2 players out there.



BUSTIN' A CAP

Every month I try to win a *Tips & Tricks* cap from your Mystery Codes contest, and every month I walk away disappointed. Either I don't own the games

that you have codes for, or they're just too freakin' hard to figure out. Can I just buy the stupid cap and get it over with?

—Chad Wegryn
Huntsville, AL

Why, that would be cheating! We like your style, kid.

If you send a check or money order for \$18.95—payable to *Tips & Tricks*—to *Tips & Tricks* Merchandising, P.O. Box 17317, Beverly Hills, CA 90209, we'll hook you up. (Allow two to four weeks for delivery.)



REVOLUTIONARY

I was reading your August issue, and I saw that the controller for the Revolution will be compatible with the NES, SNES, N64, GameCube and Revolution. If one controller were to be used for all of this, it would be pretty annoying, because of all the buttons. I had an idea which I think is not too bad. Different types of controllers could be made for each system. For example, if you download an NES game, then you plug in an NES-style controller with a socket shaped like the Revolution controller ports. I hope you and Nintendo like my idea!

—Tim Harney
Eatontown, NJ

We do like your idea; it would be great to play the classic Nintendo games with authentic controllers for each system. However, we suspect that the GameCube controller will be used to play the classic games on the Revolution. It has enough buttons to perfectly duplicate the functions of the NES, SNES and N64 controllers, and photos of the Revolution console clearly depict four controller ports that look exactly like the ports on the GameCube.

AT BLOGGERHEADS

I like *Tips & Tricks* a lot, and I was wondering why the staff members don't have blogs on the Internet where they could tell us a little about their personal lives. I know I would read them, and I'll bet a lot of people would like to know what's going on "behind the scenes" at the *Tips & Tricks* building in Beverly Hills.

—Meghan Williams
Federal Way, WA

As much as we enjoy reading the blogs that are written by the editors of

other video-game magazines, we can't imagine spending time blogging about our own personal interests, opinions and experiences when there's so much work to be done on the magazine itself. "If we're going to sit down and write, our time would be better spent writing something that's gonna be printed in the magazine as opposed to something that'll be given away for free on the Internet." That's what our esteemed editor in chief always says, anyway. However, we are planning some new types of content that will give you a behind-the-scenes look at life in the *Tips & Tricks* offices; stay tuned for further details.

CORRECTION

The following statement appears in the August 2005 *Final Fantasy World* column (Vol. 24). In the interview with Kosei Ito: "Well, the current service charges a subscription fee of .99 cents, or a monthly one-time unlimited fee of \$9.99, for playing *Musashi* on Verizon." This statement should have been corrected to read, "Well, the current service charges:



a subscription fee of \$2.99 monthly access, or \$9.99 for unlimited use purchase, for playing *Final Fantasy® VII* Snowboarding and *Musashi® Mobile Samurai* on Verizon." *Tips & Tricks* regrets the error.

TOKEN OF THE MONTH



Front



Back

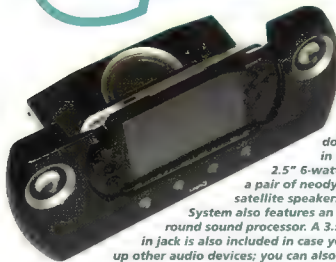
This month's token comes from Ripley's Super Fun Zone Arcade in Myrtle Beach, South Carolina. It was sent in by Bruce Springer of Sidney, Kentucky. Thanks, Bruce!

Arcade players and operators: Send us a token from your favorite arcade. If we choose it as our "Token of the Month," we'll print your name right here. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month
Tips & Tricks Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211

Gaming Gear

hardware peripherals accessories



1 Logic 3's PSP Sound System (MSRP: \$79.99) is a portable sound system, PSP charger and docking station all in one. Driven by a 2.5" 6-watt subwoofer and a pair of neodymium aluminum satellite speakers, the PSP Sound System also features an internal 3-D surround sound processor. A 3.5mm stereo line-in jack is also included in case you want to hook up other audio devices; you can also connect the PSP this way if you want to hold it and play games with the awesome, thumping Sound System audio instead of the PSP's tinny, built-in speakers.



Two of the most common complaints from PSP users: It can be hard to grip, and the built-in speakers sound cheesy. The new Sound Grip from Logic 3 addresses both problems for \$34.99. It comes with two AAA batteries to power its twin Myra speaker drivers, and it even includes a carrying case and desktop stand.



One of the biggest complaints by left-handed gamers is that they are always forced to play games using controllers built for right-handed people. Gamester solves this problem with its latest controller, the Phoenix Revolution. The ultimate customizable pad, the Revolution lets you arrange the analog sticks, buttons and D-pad in any configuration that you like, accommodating any gamer. Simply pull the D-pad from the left side and replace it with the buttons on the right to switch it up, or switch the left and right analog sticks if you feel the need. Available now for \$24.99.



Pelican's Wireless Predator 2.4 Camo PS2 controller sports nifty urban, desert and jungle camouflage schemes and boasts zero lag time, up to 300 hours of battery life and 50 feet of wireless range. The Predator uses Pelican's Smart Play Technology, which allows the user to power up the controller simply by pressing any button, puts the controller into an automatic sleep mode if not used after three minutes and also automatically shuts off the rumble function when the battery power is low. In stores now for \$29.95.



If you've been approaching random strangers in public and asking them how to upload pictures, movies and audio files to your PSP—don't laugh, this actually happened to us—then you'll dig the new GameShark Media Manager kit from MadCatz (\$29.99). It comes with a USB cable and software to install on your PC; once it's hooked up, converting files for play on your PSP is a snap. You can also use it to install CheatSaves (tricked-out PSP game save files) that you've downloaded from GameShark.com.



With four speakers in each earpiece, Turtle Beach's Ear Force AXT Headphones deliver a full 360-degree sound field; there is a separate channel for the front, rear and center channels along with a built-in subwoofer for eardrum-rumbling bass. The headphones are extremely comfortable and block out almost all outside noise, creating a very intimate and dynamic gaming experience. The Ear Force AXT headphones also feature an inline volume control and a built-in microphone for Xbox Live users.





ONLINE GAMER

by Jeb
Hought

Get Connected to the World of Online Console Gaming

Vol. 14

A Tip & Trick Special

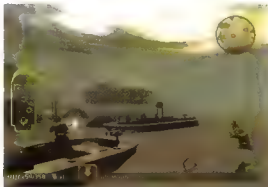
I PLAYED *SOCOM 3* ONLINE... and Lived to Tell the Tale

Today started just like any other typical summer day in sunny California. I awoke to birds chirping, the sound of rushing traffic and a cool marine layer of clouds blowing in from the ocean. Little did I know that I would be fighting cyber-terrorists within a matter of hours—thank goodness for coffee! I was chosen to participate in a walkthrough of Sony's upcoming PlayStation 2 game *SOCOM 3: U.S. Navy SEALs*, which would turn this seemingly average day into a constant struggle for the defense of freedom.

0900 Hours

I arrived in the game lobby to meet with other game magazine and Web site representatives who were also recruited for this informative mission. Our fearless leader (I'll call him ZipperDude to protect his identity) informed us that we were about to enter a giant map called *Harvester* and learn the basics of the game before unleashing us against each other. He suggested that we peruse the pre-game options prior to loading the map, which was a good idea.

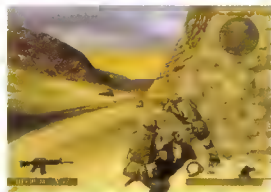
There I found menus for creating or joining a clan, creating a friends list to see where my online buddies are playing, and also editing the much-needed "ignore" list. Upon further inspection, a menu was displayed that actually let me create up to four text-only "taunts" that I could use in-game to celebrate victories (e.g. "MMM, that's the sweet smell of your rotting corpse!"). This is a welcome addition, since only your squadmates can hear you speak while playing *SOCOM 3*. Another menu displayed a deep stat tracking system that lets you see how you stack up against others; you can also check out the leaderboard list to see the



Terrorists huddle together and soil themselves as Navy SEALs swarm their makeshift hut using the heavily armed SOC-R assault boat.

names of the best players in the world.

The pre-game lobby is also the area where you can filter games that suit your playing style. You can choose to display only those games that use certain weapons, whether they have vehicles or not (more on this later) and



Peek-a-boo, I shot you!

even the time of day. All 12 maps in the final version of the game can be played during the day or night; they can even start in the day and switch to nighttime within the same round.

A welcome addition to the *SOCOM* series is the ability to choose an initial spawn point before the game, then switch spawn points in-game instead of always starting in the same

area and hoofing it to the action. In the spawn menu, a large overhead view of the map is displayed with two or three different spawn points available. This can drastically affect gameplay, as cyber-soldiers won't be spawning in the same predictable (i.e. campable) area each time.

Clicking on the weapon selection menu is where you can choose between 30 different real-world weapons, several pistols and tons of explosives. The main weapons range from shotguns to sniper rifles to heavy machine guns, while items in the explosives category include grenades, rocket launchers, claymore mines, C4 and land mines. If that's not enough, up to 20 different attachments (two per gun) are available for your main weapon. This new addition allows for a wide variety of weapon combinations that never get boring. For example: One person might like the classic combination of an M16A2 assault rifle with the M203 grenade launcher and a mid-range scope, while someone else might prefer the same rifle with a laser dot and



noise suppressor. In addition, sniper rifles can be outfitted with various scopes, a laser dot and even a bipod that is used to increase accuracy.

Before we started the actual game demonstration, ZipperDude informed us that two new

game modes have been included for this version of the game. While Demolition, Extraction, Suppression, Breach and Escort all return from previous iterations, Convoy and Control Point have been added as well. In Convoy mode, one side will have to use a convoy of trucks and armed vehicles to pick up vital supplies and transport them to an extraction point as the enemy tries to eliminate the convoy. Control Point forces each side to plant beacons in certain Nav points before the enemy can do the same.

0915 Hours

As the tour of duty began, our media group entered the map called *Harvester* and spawned in the same area for basic

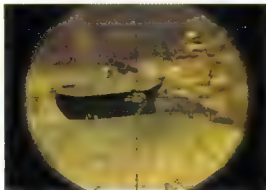


What was it my CO said to do when facing an enemy tank all by myself? Oh yeah, run away! I mean...err, "strategically reposition."



instructions. Immediately, everyone started shooting in different directions like the n00bs we are. It's a good thing that plants cannot scream, because we ripped plenty of them to shreds. Take that, you terrorist lilacs!

After the gunfire settled down, we hopped into some of the vehicles that were parked in front of us. There was an old truck with a mounted machine gun on the back that could swivel around in a complete 360° arc and transport five soldiers including the gunner and driver. In addition, a heavily armed Humvee was available that also sat five people. Four of them could shoot attached heavy machine guns, leaving the driver with the only option of creating roadkill for points. This Humvee is a formidable mobile weapon; it has a 360° swiveling machine gun on top, two guns on the right side and



Hello, Mr. Terrorist. Allow me to introduce you to Mr. Sniper Bullet.



one on the left. Although there were none on this map, tanks and armored vehicles are planned for certain maps in the final version of the game.

We drove around for a while blasting everything in sight until we came to

the SOC-R Assault Boat. Tears of joy welled up in my eyes as I saw a small boat with one heavy machine gun on each side and a grenade launcher on the back. As we all raced to see who could get in first (there were 10 of us and the boat only seats six), I was lucky enough to enter and quickly switch to the grenade launcher. Our "skipper" drove around the water portions of the map as we laid waste to everything visible. But to be honest, I was getting tired of shooting inanimate objects. It was time to kill some virtual terrorists!

0945 Hours

ZipperDude officially ended the walkthrough, but invited us to stay and fight each other to our heart's content. Little did he know that I am heartless when it comes to online gaming...heh heh.

I stayed on the SEAL team while some of the other journalists joined the terrorist side and we fired up a game of Control Point. I chose a sniper rifle with the long-range scope and a bipod attachment and went off to snipe the enemy. It was then that I realized that fellow soldiers don't appear on the mini-map. How the heck am I supposed to find them now? It also doesn't help that you cannot make a full version of the map appear onscreen while playing. Memorizing a map this large will take some time.

Fortunately, I saw a teammate in the distance and decided to follow him on foot. He quickly encountered the enemy...and I then realized that both of their in-game names were the same color. The only way to tell friend from

foe is by the color of their uniform. This game quickly became very challenging as I was repeatedly killed by enemies that I couldn't even see. I decided to change my tactics and camped beside a tree, finally racking up some kills of my own.

During the camp session, I scanned the area with my scope and was amazed at the increased view distance and massive size of the level. Harvester was at least four to six times larger than any previous SOCOM map. Although this map is set in the countryside, I could make out several small buildings in different locales, as well as a giant windmill on top of a hill. Unfortunately, the graphics in some areas would flicker, showing the limitations of the PS2 hardware. Addition

ally, some enemies were extremely hard to see because they seemed to blend into the surroundings. In the distance was a huge body of water created for the new swimming ability and use of the assault boat. Skillful swimmers will quickly realize that they can submerge themselves for brief periods of time and pop up with guns blazing to surprise the enemy!

Tired of camping, I rushed to plant a beacon at a

nearby Nav point and saw a terrorist in the distance. I then followed him to the aforementioned windmill and cautiously approached the Nav point inside. He was nowhere to be seen, so I entered the windmill and saw him lying prone inside the area that I was supposed to control.

After the split-second it takes to identify him as the enemy and vice versa, I quickly pulled the trigger and smoked him with one devastating round from my trusty sniper rifle.

Other highlights of my SOCOM 3 experience included destroying vehicles with a rocket launcher (the explosions are quite impressive), changing fire modes on assault rifles to increase accuracy for long-distance kills, shooting terrorists through the windshields of their vehicles and rushing enemy posts with fellow teammates.

1200 Hours

With our online session winding down—I guess some people have jobs or whatever—I disconnected from the server and was completely satisfied with my defense of the good old U.S. of A. If I had this much fun with only one gameplay mode on one map, I can only imagine how much time I'll be wasting when I finally get to play the full version.

SOCOM 3: U.S. Navy SEALs supports up to 32 players online and will include a full single-player campaign that takes place in Morocco, Poland and South Asia. New additions include a Team Command Action button that is context sensitive. This allows you to issue various orders to your A.I. teammates with the same button. The game is expected to launch on October 11.



Mobile
Games
and
Cellular
Entertainment

gaming 2go

by Andy Eddy

So you've got a few minutes to kill, but you're nowhere near a console or handheld game system. If you've got a wireless phone, you might have a way out of that predicament....

13

EA EA OH!

As noted in the July issue, Electronic Arts has committed to mobile games—and *Gaming 2 Go* has gotten its hands on the first wave of titles for a test drive.

You'd think it'd be tough for EA to cram *Madden NFL 06* onto a small handheld, but the gameplay—even with 11-on-11 action—is quite clean and easy to control. The animation is smooth, and the rotating camera enables you to see the play develop from various angles. Of course, you get all the teams and players of the NFL—and what would a *Madden* video game be without commentary from Al Michaels and John Madden? *Madden NFL 06* launched in early August.



Golf fans will soon get a mobile version of their favorite sport with *Tiger Woods PGA Tour 06*. Like the *06* console game, the swing mechanic has been changed from the "three click" format to one in which the D-pad enables you to customize the swing directly. The game offers you licensed golfers—including Tiger, Vijay Singh and Jack Nicklaus—whom you can use to complete challenges and tournaments, which take you to a final confrontation against Super Tiger. Critical shots are accompanied by a vibration that signifies your increased heartbeat. *Tiger 06* is set for an October release.



Nicklaus—whom you can use to complete challenges and tournaments, which take you to a final confrontation against Super Tiger. Critical shots are accompanied by a vibration that signifies your increased heartbeat. *Tiger 06* is set for an October release.



Soccer's worldwide popularity means that EA is bringing *FIFA 06* to mobile handsets also. The franchise has always been built on providing lots of league teams, and the mobile game is no different: You get such leagues as English Premier, Spain and Mexico with 20 to 32 teams in each league, as well as 32 top national teams. Full-featured gameplay comes in the form of tournaments, season and other modes. EA has planned to ship *FIFA 06* in October.

The *Need for Speed* series will also be represented with a mobile version of *Need for Speed: Underground 2*. The game offers streaming video, high-end graphics, special moves (such as nitro boosting and powersliding), a variety of gameplay modes (including Sprint races and Lap Knockouts), customizable vehicles and even detailed damage models. The key feature, though, is a city that boasts nonlinear action and which can be freely traveled at your leisure. *NFSU2* started as an exclusive release for Verizon Wireless' Get It Now subscribers in August.



And even the Sims will go portable with the aptly named *The Sims 2 Mobile*. The title enables you to create your own Sim or



import one from *The Sims 2* on PC, then meet other Sims to complete your Sim's "aspirations" such as romance, wealth or popularity. You can also acquire items from vendors or trade them with other players, which will enable you to build up the holdings on your property lot. EA will also offer *Sims*-related ringtones, wallpaper and other enhancements that you can use to upgrade your handset. EA would only say that *The Sims 2 Mobile* was targeted for a fall release date.

The Sims 2 Mobile was targeted for a fall release date.

Three games from EA's Pogo.com "casual games" site have also been turned into handheld games, with little difference from their PC counterparts.

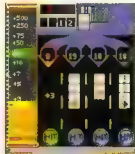


Tri-Peaks Solitaire perfectly recreates the card-sequence puzzle; balloon-popper *Poppit*, one of Pogo's most popular games, is scaled down, but feels the same as its bigger brother; and *Turbo 21*, a blackjack-

against-a-time contest, gives you a bit more time in its handheld form, but offers the same challenge.



Tri-Peaks Solitaire



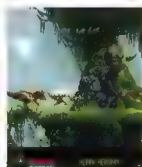
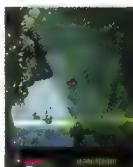
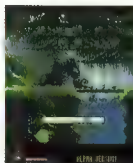
Turbo 21

Tying these games into Pogo's online gameplay, you can get jackpot spins and score tokens by playing the mobile versions, which are added to your main account. Also, Club Pogo subscribers have the opportunity to win special mobile badges, which are given for particular gameplay accomplishments.

At present, the games are only available to Verizon Wireless subscribers, but other carriers will be added in the near future. And EA plans to release mobile takes on other Pogo games, with *Harvest Mania* and *Word Whomp* scheduled for December.

THE EIGHTH WONDER OF THE WORLD

Though there's still some time until the new *King Kong* movie—directed by *Lord of the Rings*' visionary Peter Jackson—comes out this December, Gameloft has given us a taste of what its mobile action game—and the giant ape—will look like.





NFL FOOTBALL 2006

THQ Wireless is again dishing out an NFL-licensed football game this fall called, not surprisingly, *NFL Football 2006*. The game features authentic 11-on-11 gameplay—but before you scoff that it'll surely make the small screen too crowded and slow the action down, I'm here to tell you that it doesn't. It runs smoothly and is a good rendition of Sunday combat.



The title has all the teams and players (thanks to the NFL Players Inc. license) that'll be going at it this year. It offers a ton of plays on offense and defense, but also provides simple control so you can easily play with one hand. Added to the gameplay this year are spins and fakes to help spring the ball-carrier for a long run. There's even a replay mode for checking out special accomplishments. And all actions and events are accompanied by great sound effects.

The Season mode runs you through a 16-game season, and info is saved from one game to the next. If you're pressed for time, you can have the game instantaneously simulate the results of any matchup on your schedule. It also features tracking of key stats across the season, and the opportunity to get your players into the post-season Pro Bowl. Finally, roster updates will be downloadable throughout the season to keep the teams as they are in the real NFL.



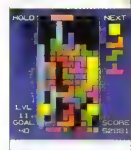
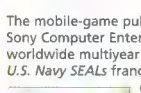
CHIPS, CHOPS AND MORE FROM JAMDAT



What could be more fun than a quick game of mini-golf? Jamdat answers that its *Mini Golf* mobile game is better. Indeed, it's easy to play and tough to master, with 18 holes of varying difficulty—slopes, hazards and angles all included—and you can play by yourself or compete with another player by passing your handset along. The graphics are clean and it's fun, but if there's a fault to the game, it's that it's simply not enough to keep you interested for a long time. Granted, there's replay value as you try to get a lower score and find all the shortcuts, but it isn't likely to hold your attention for more than a few playthroughs. *Mini Golf* is available now.



Samurai dishes out an old-school martial-arts scroller. You guide Toshiro Yamada, the game's protagonist, on his quest to retrieve the Sunset Blade. The legendary sword has been stolen by the evil Lord Oshi, and it's up to Yamada, the weapon's guardian, to cut through six levels of henchmen to get the precious sword back. There are a number of moves you can make, from jump attacks to dagger throws, to get past the oncoming foes, and each level ends with a challenging boss battle. It's a tough fight, but there are plenty of health power-ups available during combat to charge back up. *Samurai* has been released and can be downloaded now.



The mobile-game publisher has also partnered with Sony Computer Entertainment America for a similar worldwide multiyear deal to bring the popular *SOCOM: U.S. Navy SEALs* franchise to the wireless world. No details were provided on what the game (or games) will be, nor when it might hit the market.

Finally, Jamdat announced that its *Tetris* game has been awarded "double platinum" kudos from Sprint. With a nod to the music industry, that means it's had over two million downloads to Sprint PCS Vision customers—the only game to receive that honor from Sprint.

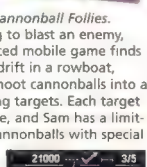


LOONEY TUNES: CANNONBALL FOLLIES

If you've played the vintage computer game *Artillery Duel* or its more familiar descendant *Scorched Earth*, you know how to aim a cannon at a target by carefully adjusting the cannon's angle and power. Warner Bros. Online gives this time-honored gameplay mechanic a



new twist in *Looney Tunes: Cannonball Follies*. Instead of trying to blast an enemy, this leisurely-paced mobile game finds Yosemite Sam adrift in a rowboat, attempting to shoot cannonballs into a series of hovering targets. Each target has a "par" score, and Sam has a limited number of cannonballs with special abilities that he can make it eas-



MOBILE GAMING NEWS

• **Gizmondo Delayed**—For those interested in the Gizmondo handheld featured in our last two issues, Tiger Telematics has pushed its U.S. release date from the planned August 11 to some time in October. Tiger stated that "a much-anticipated satellite navigation package utilizing the unique GPS functionality" and "an as yet unannounced, highly significant game title for the North American market" have been subjected to short delays. It also said that talks with retailers indicated that a fall release would be better, since it'll have a larger game catalog and a larger hardware inventory by then. The change of dates is not all that surprising, as the company has had a hard time meeting its previously announced release dates for other regions, but Tiger claims that it'll have 500,000 units available for the U.S. market, as well as plans for "Gizmondo owned retail sites."



• **Fox's 24 On the Go**—i-play has announced plans for a mobile version of the Fox TV show 24. With the intention of matching the TV series' time-driven tension, the unique game will start a timer when the player begins, and i-play says that "players of the game will receive instructions, messages and intriguing content delivered directly to their mobile devices." The publisher expects to have the game out in the first quarter of 2006, in time for Fox to launch the new episodes, and the game will be accompanied by 24 ringtones and wallpaper, which are part of the licensing agreement between i-play and Fox.



Greetings, sports fans, and welcome to the **Tips & Tricks** sports section. In this monthly column, we'll be bringing you all of the freshest dirt on your favorite sports video games. We'll also show you the newest sports-related game goodies, and comment on the latest happenings from right here, behind the...

TIPS & TRICKS

SPORTS DESK

by
Josh
Engel

Vol.
60

NCAA Football 06: Race to the Heisman

When I was growing up, my gauge for measuring something important in the sports world was my dad, a non-sports fan. If he knew what I was talking about when it came to sports, I knew it must be a big deal. And, much like my dad, pretty much every non-sports fan knows what the Heisman Trophy is: the award given each year to the top college football player in the nation. While many of us have fantasized about winning the coveted award at one time or another, the reality is that we all have a better chance of winning the lottery than landing the Heisman. Well, that was true before this year. With *NCAA Football 06*, EA Sports has brought us "Race to the Heisman." Now, instead of just dreaming about it, you can actually win the hardware. Create your own player, impress the coaches in Summer Camp Drills and earn a scholarship based on your performance. Then all you've got to do is go out and dominate, and you'll be striking the familiar pose sometime in the next four years!

There's no better place to document my very own "Race to the Heisman" than right here at the *Tips & Tricks Sports Desk*. After taking some dry runs at several positions, I finally settled on quarterback. For several reasons: The QB is involved in every play from scrimmage for the offense, he has an immediate impact on how well his team does, and most importantly, QBs have won the Heisman for the past five years.

A (Future) Legend Is Born...or in This Case, Created



I decided to create a player who was born to play quarterback, and what better way to do that than to make him the son of a former NFL great? Warrick Moon's dad, Warren, has to be considered one of the greatest QBs of all time—and not just in the NFL. The elder Moon was the Rose Bowl MVP in 1978 (while playing for the University of Washington), and won the Grey Cup (the CFL's equivalent of the Super Bowl) five times in his six-year CFL career. And he didn't miss a beat in the NFL, throwing for over 49,000 yards and nearly 300 touchdowns in 17 seasons. So it was only natural that Warrick play QB. Warrick's first step was to try to earn a scholarship. Following in Warren's footsteps, I decided to make him a Pocket QB, which was a wise choice. By scoring more than 3,000 points in Summer Camp, he received offers from three of the top programs in the country. After mulling over offers from #3 Iowa, #5 Florida State and #13 Florida, he decided that he wanted to be a Seminole. After enrolling at Florida State, it was time to create Warrick's physical makeup. I stuck with the default settings (6'2", 220 lbs), as they closely resembled his dad's vitals (6'3", 224 lbs).

The Breakdown

Here's how Warrick looks from a ratings standpoint (I just listed relevant ratings):

Tendency	Pocket Passer
Overall Rating	82
Awareness	62
Throw Power	92
Throw Accuracy	91
Stamina	80
Injury	80

Parameters



truly measure a player's talent—and those are the games to which the Heisman voters pay special attention. In between games, I decided to run the "Playbook Practice" drills five times to simulate five days of practice every week.

Freshman Year

The Florida State Seminoles got off to a good start with a hard-fought 17-10 win over in-state rival—and #11-ranked—Miami. Moon's college debut wasn't spectacular, as he went 12-26 for 246 yards, one touchdown and two interceptions. In their second game, the 'Noles hardly broke a sweat in subduing The Citadel, 63-7. Moon again had an OK day (although against a doormat like The Citadel it should have been even better): 11-25, 183 yards, three TDs, one INT.

It was at this point I realized that if Warrick Moon was going to be a Heisman contender, he'd have to improve his accuracy. So instead of going for touchdowns on every throw, I started concentrating on moving the ball downfield with short- to medium-range passes. I also started mixing in the run quite a bit, as HB #3 could eat up yards with the best of them. And this was when Warrick really started dominating. In Florida State's next game against 11th-ranked Boston College, Moon went off: 15-26, 374 yards, four TDs, one INT. He also won the ACC Player of the Week Award. This was the kind of performance Warrick would need week in and week out if he was going to compete for the most coveted trophy in college football. After a 3-0 start and the dominating performance against the #11 team in the nation, the Seminoles moved up in the polls to the #3 spot. Again, this is a great way to get your Heisman hopeful a lot of exposure. After a relatively easy 30-7 win over Syracuse (17-26, 292 yards, four TDs), Florida State was stunned by lowly Wake Forest, a team which came into the game with a 1-4 record. The 34-27 loss was devastating, as it dropped FSU to #16 in the national rankings.



A shot at redemption came against #23 Virginia. It was a great back-and-forth game, but in the end, Virginia's running game was too much, stomping all over the FSU defense for over 200 yards in a 24-21 win for the Cavaliers. With their second loss in a row, the Seminoles plummeted to the #22 spot with a 4-2 record. The 'Noles were able to pull it together, as they rattled off five consecutive wins in the ACC to run their record to 9-2 and a #4 national ranking to close out the regular season. In those five wins, Warrick really came into his own, throwing for 1,365 yards, 16 TDs and only three INTs.



Florida State had a chance to avenge their earlier loss when they met Virginia in the ACC Championship game. It was another tight battle, but in the end the Cavaliers scored a touchdown with 18 seconds to play and pulled out a 28-24 victory. Moon finished the game 9-20, with 278 yards and two TDs. But the Seminoles weren't done yet, as they were invited to play Ole Miss in the Chick-fil-A Peach Bowl. With a 17-13 win in that game, Florida State was able to finish its season on a high note. Moon had another stellar game, going 25-34 for 342 yards, two TDs and one INT. Warrick was named a semi-

nalist for the Best QB Award, meaning he was in the top 12 in the nation. Not quite the Heisman Trophy, but a pretty good accomplishment for a freshman. In addition, he was named a member of the First Team, All-ACC. As a team, the Seminoles finished ranked #8 in the nation with a 10-3 overall record.

Warrick Moon's 2005 statistics:

204-328 (62%), 3,558 yards, 37 TDs, 10 INTs

Heisman Trophy winner Matt Leinert's stats:

248-308 (81%), 3,901 yards, 49 TDs, 2 INTs

Sophomore Season Preview

Going into his sophomore season, the Heisman Hype meter is full. Warrick was named an Impact Player and is among the top five players listed in the Heisman Watch—one of only two QBs and the only sophomore on the list. Florida State is ranked #7 in the preseason poll, and Warrick will look to improve that as he continues the Race for the Heisman. I'll bring you his sophomore season wrap-up next month.

ESPN Baseball 2K5 World Series Predictions

With the World Series just around the corner, we felt now was the right time to make our own prediction as to who will emerge as the 2005 World Series Champion. Will the Red Sox repeat and bury the curse even deeper? Or will the Cardinals avenge last year's sweep and come out on top? Maybe the White Sox really are the real deal this season and will bring the championship to Chi-town.

Of course, we're not relying on knowledge or in-depth analysis to make our World Series prediction. We're counting on *ESPN Baseball 2K5* to give us a winner. Since we're still nearly two months away from the end of the season as this issue goes to press, it's really impossible to predict who will actually make it to the playoffs, let alone the World Series. So we're assuming that the current division and wild card leaders (as of early August) will emerge as this year's playoff contenders. We updated the rosters as thoroughly as possible, then simulated every game on the Xbox. Here's the breakdown:

NL Division Series

St. Louis (Central) vs. San Diego (West)

The Padres pushed the Cardinals to the brink, but in the end it was too much Albert Pujols, who hit .400 with three homers and six RBIs, as St. Louis won the series, 3 games to 2.

Atlanta (East) vs. Houston (Wildcard)

It was déjà vu all over again in the other Division Series, as the Houston Astros took on the Atlanta Braves for the second consecutive year. But the Braves avenged last year's defeat with a 3 games to 1 victory. Rafael Furcal led the charge for the Braves, hitting .353 with two home runs and six RBIs.

AL Division Series

Anaheim (West) vs. Boston (East)

Another first-round rematch from a year ago, but this one saw the same result. This time around, the Angels did manage to win a game, but the Red Sox took the series, 3 games to 1. Boston catcher Jason Varitek was the star, batting .437 with two homers in the series.

Chicago (Central) vs. Oakland (Wildcard)

The Oakland A's came into the playoffs as the hottest team in the league, but history wasn't on their side. Somebody forgot to tell the A's, though, as they won their first playoff series in 15 years with a 3 games to 1 win over the White Sox. Eric Chavez was the spark plug, hitting .429 with a HR and four RBIs.

NL Championship Series

Atlanta vs. St. Louis

The Cardinals were looking to make it two World Series appearances in a row, but the Braves had other ideas. Marcus Giles hit .348 with two homers and seven RBIs to lead the Braves back to the Series for the first time since 1999 with a 4-1 series win.



AL Championship Series

Oakland vs. Boston

Pitching was the story in the ALCS, as the teams combined for a total of 23 runs in six games. So it was no surprise that Boston's Mike Timlin was named the ALCS MVP, as he had a hand in three of the Red Sox four wins. Timlin was 2-0 with a 0.00 ERA and a save as Boston made it to the Fall Classic again with a 4-2 series victory.



World Series

Atlanta vs. Boston

After the Red Sox and Braves split the first two games, it looked like this might be an interesting series. And it was interesting, as the Braves made a valiant effort to stop one of the best teams in baseball. When the dust settled, though, the Red Sox had won the series 4 games to 1, securing their second consecutive World Series title and burying the Curse even deeper in the annals of baseball history. Manny Ramirez started out slowly, but ended up hitting .364 with four doubles, one HR and two RBIs to take home World Series MVP honors. With his MVP Award in last year's Series, the Ramirez of the video-game world joined Bob Gibson, Sandy Koufax and Reggie Jackson as the only players to win two World Series MVP Awards.





日本 JAPAN REPORT!

by Anatole Brown

Vol. 93

VIDEO-GAME T-shirts

In order to buck the trend of otaku-influenced, anime-styled video-game T-shirts, several video-game companies in Japan are trying to create more stylized, designer-flavored clothing to appeal to older, more fashion-conscious gamers.

Sony unleashed the second round in its PlayStation T-Shirts Gallery series (see *Japan Report*, August 2005), featuring both old and new titles like *Dig Dug*, *Bubble Bobble*, *Ridge Racer* and *Wipeout Pure*. Each T-shirt costs 2,900 yen (about \$26).

Sony also released a couple of designer shirts in its high-end PS Pictogram series (see *Japan Report*, May 2005) that use the circle, square, triangle and X buttons of the PlayStation as a motif. These are a little more pricey at 7,140 yen (about \$64) each,



since they are part of the Porter brand (a fashionable Japanese clothing company). Sega created a special, limited-edition Sonic the Hedgehog shirt to commemorate the release of *Sonic Gems Collection* for the PS2 and GameCube. Only 399 of these shirts are



available on a "first come, first served" basis for those who preorder the game from Sega. The shirt features the in-game sprite of Sonic in his drowning animation from *Sonic the Hedgehog 2* for the Genesis. Specifically, the drowning animation is from the Chemical Plant stage and the T-shirt even tells you the level: "Zone 2 Act 2", plus the loading screen colors are shown as a pattern on the bottom of the shirt. The production staff for *Sonic Gems Collection* at Sega designed the shirt with the idea that the "death animation" of Sonic spurs players to keep plugging away at the game.

Finally, Namco, in conjunction with the popular urban street brand Playford VS, designed a *Tekken 5* shirt featuring the masked wrestler,



King. The shirt was designed for the "tournament-level" *Tekken* player and can be found at Beams T retailers across Japan for 5,775 yen (about \$52). Beams T is

known for designing casual wear for various fighting disciplines and martial arts.

Wear your favorite game with pride and a sense of style!



PLAYFORD VS

WE ♥ KATAMARI MUSIC!

Sure, the graphics and gameplay of *We Love Katamari* are quirky, fun and unique, but it's always the maniacally happy music that gets burned into your psyche long after you shut down a *Katamari* game. From Columbia Music Entertainment Japan comes the *Minna Daisuki Katamari Damacy* original soundtrack, *Katamari Wa Tamashi* ("Cluster is Spirit"). The CD features 17 songs from 11 different popular Japanese artists including Kahimi Karie, Illeme, Dokaka, Maki Nomiya (formerly of Pizzicato Five) and more. Japanese fans of the *Katamari* series have labeled the eclectic, alternative pop sounds of *Katamari* as "Suteki Songs." "Suteki," which means "beautiful," was used by a critic to describe the soft solo voice singing the now famous "Na na na na na" phrase from the first game, *Katamari Damacy*. Ever since then, the "Suteki" label stuck and is used to describe all *Katamari* music! *Katamari Wa Tamashi* is available at most Japanese music retailers for 2,800 yen (about \$25).

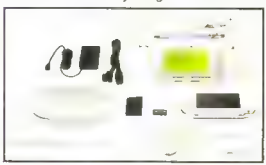
Ceramic White PSP

Sony recently released the Ceramic White PSP in Japan, the first color variation of its sleek handheld. The Ceramic White PSP is sold as a Value



Pack (PSP-1000 KCW) for 24,800 yen (about \$222). The included contents are the same as the regular black PSP Value Pack, except the soft pouch case is white to match the white PSP. The Ceramic White PSP will already have the Version 2.0 upgrade right out of the box, so you can have Internet access right away. Sony has yet to make any announcements about color variations for the PSP in North America. Judging from the lack of colors for the PlayStation and the PS2 in the U.S., it seems very unlikely that we will see anything other than the original black,

but hopefully there are different plans for the PSP. Either way, the Ceramic White PSP is going to be a hot import item!



P-TV FOR PSP



Portable TV, or P-TV, is Sony's new site for downloading video entertainment for your PSP. P-TV is part of So-Net, Sony's Internet broadband service, and can only be accessed by people with a So-Net account. The videos—which are already pre-formatted for the PSP—can be downloaded onto your PC, then transferred onto your PSP's Memory Stick Duo. Unfortunately, there is no way to download movies directly to your PSP in Infrastructure mode. All

kinds of videos are available on the site, including feature movies, TV dramas, anime episodes, news, cooking shows, lifestyle shows, sports, movie trailers, music videos and more. The trailer for *March of the Penguins* was the most popular download as this issue went to press. Sony hopes that P-TV will flourish into the video equivalent of iTunes where users can spend hours searching for new entertainment for their PSP.



download game music

Taking its cue from popular music download sites like iTunes, Japan's most respected video-game magazine *Famitsu* has launched Game Music Download. Powered by the Listen Music Store, the site can be found at www.listen.co.jp/game/.



Each song costs 105 yen (about a dollar) to download and comes in Windows Media DRM 9 format. The song can then be burned onto a CD-ROM or put in a portable music player. So far we see mostly old Capcom and Sega game soundtracks on the site like the *Mega Man X* series, *Street Fighter II*, *NIGHTS*, *Virtual On*, *Hang-On*, etc. The current top downloads are *OutRun*, *After Burner II* and *Galaxy Force*. *Famitsu* hopes to add more classic game music from several video-game companies in the near future.

SEAMAN CAKE

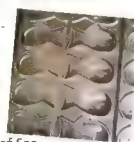
Taiyaki is a traditional Japanese waffle-like cake filled with sweet



red beans and molded into the shape of a carp. You can usually find them freshly baked at seasonal festivals throughout Japan. The staff at Vivarium—the twisted developer of the creepy Dreamcast game, *Seaman*—bakes its own



version of the fish-shaped cake every year at the Azabujuban Summer Festival in Tokyo. Their *Seaman-yaki* looks very similar to the traditional taiyaki in every way, except it has a human face! Vivarium even created its own



cast iron mold of *Seaman* which it has been using every year at the festival. So if you're ever in Japan in mid-August, enjoy the summer festivities and try a *Seaman cake*!

KOBUN PSP CASE



Lucky PSP owners who preordered *Rockman Dash* (*Mega Man Legends* in the U.S.) for the PSP received this awesome blue Kobun (*Servebot*) soft PSP case. There are 40 different variations of the soft PSP case, each with a different

Kobun numbered from 1 to 40. When

you get the case, the embroidered Kobun image is hidden so you won't know which Kobun you got until you open it. Unfortunately, the pre-order campaign is over and you can only find these cases on auction sites.



WINNING ELEVEN TOURNAMENT

The ultimate tournament-level sports game in the U.S. is none other than EA's *Madden* series, but in soccer-crazed Japan, Konami's *Winning Eleven* series is king. Konami recently held its second annual "WE (*Winning Eleven*) Japan Grand Prix Tournament" across ten different cities in Japan including Tokyo, Osaka, Nagoya, Hiroshima and Fukuoka. Contestants challenged each other in *Winning Eleven 8: LiveWare Revolution* to see if they can earn a spot on the final 18 roster for the championship tournament at the Japan Soccer Museum. Some players were also called from



online matches and Internet rankings. "Matsuura Volunteer" was crowned the winner after more than 5,600 people entered the tournament. Matsuura beat "Shade" 2-1 in the final match, with both players picking Brazil as their team of choice. Shade was the top-ranked online player for *Winning Eleven 8* and has beaten Matsuura online before, but couldn't handle the pressure of playing the game on stage in front of an audience.



WINNER!

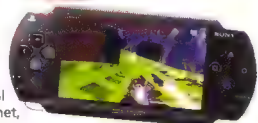
biohazard dvd book

Capcom recently released a 48-page, full-color book called *Biohazard DVD Book: The Catalysts*. Created for die-hard *Biohazard* (*Resident Evil*) fans everywhere, the art book features high-resolution artwork and character models from *Biohazard 0*, *1*, *2*, *3* and *Code Veronica*. The included DVD is a collection of cutscenes, promotional movies and documentaries that take you deeper into the *Biohazard* universe. Unfortunately, *Biohazard 4* (*Resident Evil 4*) is not mentioned in the book. *Biohazard DVD Book: The Catalysts* is available for 3,500 yen (\$32) at most Japanese book stores.



WIPEOUT PURE + COKE

If you own the Japanese version of *Wipeout Pure* for the PSP, you can download the new Coca-Cola Special Pack for the game. Users need to obtain a special password at cokestyle.net, then input the password in the



"Downloadable Content" menu of *Wipeout Pure* while online in Infrastructure Mode. New Coke-themed contents will be continually uploaded onto the server until November. The entire Coca-Cola Special Pack will include two Coke-themed courses, one original Coke craft, five Coke-themed menu signs and eight Coke designs for the eight default crafts. After November, the Coca-Cola contents will not be available anymore, so hurry!

FINAL FANTASY

WORLD

Vol.
26

by Charlotte Chen

If you've ever stayed up all night—even though you had an exam to study for, a 50-page term paper to write, a starving goldfish with one fin in the sky and a hundred sundry other responsibilities (like eating or bathing) that you shirked—because you were mesmerized by the glory of a *Final Fantasy* game, this monthly column is for you!



SQUARE ENIX™ PARTY 2005

Here comes the Judge...eventually. From July 30 to 31, throngs of press representatives, Japanese gamers and more Slimes than you can count lined up for hours to crowd into the Makuhari Messe convention center just outside Tokyo to get hands-on time with Square Enix's upcoming titles. Here's a recap of the activities....



The line was literally out the door!

1. FINAL FANTASY XII Update

[Note: Names of characters and places in *Final Fantasy XII* may change from the game's final version. Most of these are estimations based on translations of the Japanese text.]

The belle of the ball, *Final Fantasy XII*, dominated the floor space with around 150 kiosks containing a playable 20-minute demo showing two different stages. The demos opened up at 10:00 AM on the first day.



Here's a view of the floor after the rabid fans descended.

In addition, a new trailer for *Final Fantasy XII* was shown to the attendees, and the new Japanese release date was revealed to be March 16, 2006. Yes, you read that right. This means that U.S. gamers are in for an even longer wait.

The demo showed two different stages: Faun Coast and the Miriam Ruins. In the Faun Coast, you controlled Vaan, Penelo and Basch, with battle settings on "wait" mode. In the Miriam Ruins, you controlled Ashe, Fran and Balflear, with battle settings on "active" mode. *Final Fantasy XII* is designed to be accessible to newbie RPG players as well as old-time fans. For example, most gamers realize that casting a cold spell on a cold-based monster will heal it. A newbie gamer might have trouble, so the enemy strengths and weaknesses are shown on the screen. The targeting system is color coded so you can see which enemy each character is attack-

ing, and vice-versa. And although you can cast healing spells to recover HP, you also recuperate naturally while walking around and fighting, although the healing process is slower. When you're near an item, an exclamation point will appear.

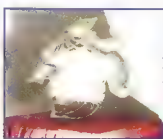
Even though *Final Fantasy XII* is an off-line title, in many ways it is quite similar to *Final Fantasy XI*. For example, the battle engine is seamlessly integrated into the rest of the game, meaning there's no "whooshing" sound effect or swirly graphics when you're drawn into combat. Using the right analog stick, it's possible to switch your perspective to those of the different characters in your party.

In each area, there's a hierarchy of monsters like in *Final Fantasy XI*: A lot of little creatures dot the landscape at first, then the giant boss monster appears and the little creatures vanish. Escaping can be done manually (just evade the enemy by using the joystick), but you can also press the R2 button to escape. If you don't press R2, then only the leader will escape, since you don't control the other characters' movement. Even if the leader is trying to evade, a computer-controlled character might attack the enemy you're trying to evade. Also, the animation of the characters

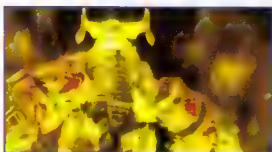


(battle poses, etc.) is quite similar to that of *Final Fantasy XI*. In fact, you'll even see *Final Fantasy XI*'s unofficial mascots, the Mandragoras, appearing as enemies in the game.

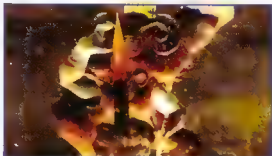
Overlooking the proceedings was the disembodied, helmeted head of one of the ominous Judges from the game.



There are several types of magic: Black (attack), White (healing), Space/Time (slow, stop, etc.) and Green (protect, shell, etc.). Vaan and Ashe are the only characters who are able to use the Summon command. Summoning is much more of a last-ditch effort than in previous *Final Fantasy* titles, because the command can only be used when the MP meter is completely full—and it uses up the entire meter when cast. When the Summon appears, all the other party members vanish. The Summon has very high HP and automatically attacks for a limited amount of time. You don't just dismiss it at will or wait for its HP to run out; when the time limit is up, it will disappear.



Vaan's Summon is Hashmal*, a scissor-like creature who uses the special attack "Wrath of Earth."



Ashe's Summon is called Belias* and uses the special attack "Pain Flare."

* Official English names.

2. FINAL FANTASY XII Theme Song

During a stage event on the afternoon of the first day, Square Enix also revealed the *Final Fantasy XII* theme song, "Kiss Me Good-Bye," which was composed by Nobuo Uematsu and sung by Angela Aki. Ms. Aki is an indie recording artist in Japan who will release her debut single, "Home," on September 14. She performed the song for the audience, playing the piano and singing at the same time. However, the final mix of the theme song includes other instruments, such as a full string section, drums, bass, guitars, etc. Even though Mr. Uematsu composed the theme song, the main composer for *Final Fantasy XII* is Hitoshi Sakimoto.



Angela Aki

3. Another Good-Bye

Yasumi Matsuno is stepping down as the executive producer of *Final Fantasy XII* due to health complications arising from a long illness. Although his name might not be familiar to some of you, the games he worked on in the past certainly should. *Vagrant Story*, *Final Fantasy Tactics* and *Final Fantasy Tactics Advance* were all games he created. He will still monitor the development of *Final Fantasy XII* as a supervisor, but the executive producer position will be taken over by Akitoshi Kawazu...the producer for the eccentric and strangely capitalized *UNLIMITED* Saga. Yeah, I'm a little worried, too. Luckily, Hiroyuki Ito (*Final Fantasy XI* director) and Hiroshi Minagawa (*Final Fantasy Tactics* art director) are stepping into director roles, so there's little chance for *Final Fantasy XII* veering off from the course Mr. Matsuno originally set. So let's all cross our fingers and hope the game stays true to his vision, and that he gets well soon.

4. FINAL FANTASY Floor Footage

For those of you who were unable to attend the event, here are a few more pictures from the show floor.



No Square Enix bash is complete without a chocobo.



The Turks crashed the party.



Some slightly abstract Kingdom Hearts goods.



A Gloomy Bear posed for photo-ops with fans. (!)



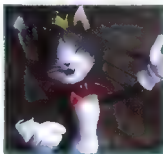
The *Slime Morimori 2* booth. The first game was not released in the U.S., and the second game probably won't be either. What do you have against us, perpetually-smiling ball of adorable ooze?!

5. Photo Album

For some reason, Square Enix is extremely stingy with screen shots for games it hasn't released yet. They're probably afraid of unsubstantiated rumors that start after someone sees vague shadows in a photo and decides it looks like Cloud's hairdo, or Sora's keyboard, or maybe the Virgin Mary, and hilarity ensues. I have a nagging feeling that I've been given these exact same screens in the past, so unfortunately there isn't a lot of new stuff to show...but there is some new information, so here you go:

Final Fantasy VII: Dirge of Cerberus

Two big pieces of information were revealed during the party. One was that Vincent is able to transform into different kinds of beasts, just like he did during his *Final Fantasy VII* Limit Breaks. The other is that the game will feature online gameplay. You'll assume the role of one of the Deepground Soldiers.

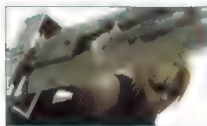


Final Fantasy VII: Advent Children



POSSIBLE SPOILER: Speaking of unfounded rumors, you may have heard one in particular about the white-caped man seen in the various trailers for this CGI animated feature. More specifically, that he might be Rufus. *Final Fantasy VII: Advent Children* will actually be

shown in theaters in Japan prior to its release on DVD and UMD. It will premiere on September 8, then open officially on September 10. The release for the DVD/UMD remains September 14. Also, the entire movie will be shown at the 62nd annual Venice Film Festival (a fraction of the movie was shown at the same event last year).



Final Fantasy XII

All that was provided at the Square Enix Party 2005 was a set of character illustrations and a paltry handful of screens taken right from the trailer. The following character descriptions are taken from the *Final Fantasy XII* trailer shown during the 2005 Electronic Entertainment Expo:


 Ashe
"A princess who had lost everything."

 Basch
"A man branded as a traitor."

 Balflear
"A sky pirate, he flies the skies of Ivalice."

 Fran
"His partner, a master of weapons."

 Penelo
"A girl who wants peace."

 Vaan
"A boy who would be a pirate."

Vayne (?)

He isn't named in the trailer, but a recent article in *Famitsu* magazine suggests his name is Vayne. He's shown in the trailer addressing a crowd, saying, "People of Rabanastre: Do you hate the Empire? Do you hate me? I will not leave you. I will suffer your hatred. I will defend Dalmasca. Here I will pay my debt."



TIPS & TRICKS

COLLECTOR'S CLOSET

Vol.
48

Are you a video-game pack-rat? Do you own more video games than you could possibly beat in a whole year, even if you played non-stop? Would you go without food to save up the money to buy a rare TurboGrafx-16 game, an obscure Atari 2600 controller, a limited-edition Game Boy Pocket or a leather *Killer Instinct* jacket? If so, this monthly collectors' column is for you.

CLASSIC GAMING EXPO 2005 RECAP



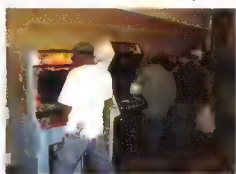
Originating as the World of Atari Expo in 1998, the annual Classic Gaming Expo has grown over the years to become the mecca for fans of vintage video games. For two solid days, gamers can buy, sell, trade and play everything from mainstays like *Pac-Man* and *Donkey Kong* to obscure, vintage arcade games like *Pleiades* and *Q*bert's Qubes*; from current-generation collections of older games to newly-developed "homebrew" games for older systems. Attendees can also mingle with pioneering video-game designers, hardware engineers and company founders like Al Alcorn (designer of Atari's *Pong* coin-op), David Crane (designer of *Pitfall!*) and Ed Logg (designer of *Asteroids*).

For readers of this column, the Classic Gaming Expo represents the "ground zero" of video-game collecting in North America. Quite simply, if you collect video games—especially the classics—you can't afford to miss it. What started as a celebration of the games we grew up with (and the folks who created them) has evolved into a collector's paradise. CGE organizers John Hardie, Sean Kelly and Joe Santulli (the originator of *Tips & Tricks' Collectors Closet* and author of its first 40 volumes) have continued to add features that specifically appeal to collectors. The "swap meet" room lets you sell and trade your own collectibles without the expense of



renting floor space for the entire show, the Saturday-night auction allows you to bid on ultra-rare gaming goods (or even sell one of your own) and the on-site museum gives you the opportunity to

drool over hundreds of collecting "holy grails" and one-of-a-kind items that most gamers can only dream of owning. This year's Classic Gaming Expo took place on August 20 and 21 at the Hyatt Regency San Francisco Airport in Burlingame, California. The main exhibit hall was packed with vendors selling hardware, software and gaming paraphernalia of all shapes and sizes, old and new, from "loose" cartridges to factory-sealed gems in mint condition. Even some of the vintage arcade games that lined one entire wall were available for purchase.



Over in the "swap meet" room, hundreds of gaming goodies changed hands over the course of the weekend. There were some good deals for shrewd traders who knew how to haggle: \$75 for a factory-sealed Power Glove NES controller, \$20 for a copy of *Bust-A-Groove* for the PlayStation, \$2 for a copy of *Donkey Kong 3* for the NES. One shrewd collector spent \$50 on a prototype copy of *Harlem Globetrotters* for the NES at the swap meet on Saturday afternoon, then sold it just a few hours later at the CGE auction for \$80!

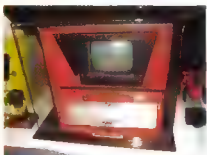
The 2005 CGE was a great success overall, but there were some disappointments. Though OlderGames.com introduced several enjoyable new game releases at its booth, including *Pinocchio* for the CD32 system and *Frog Feast* for the Sega CD and Neo-Geo CD, its highly-anticipated *Beggar Prince* RPG for the Sega Genesis was not available for purchase at the show due to production delays. The Generation NEX system—a sleek NES/Famicom-compatible console from Messiah Entertainment—was also not available; only eight units (all hand-assembled engineering samples) were built in time for the expo, which was a huge letdown for those who had arranged to pick up their pre-ordered systems at the event.



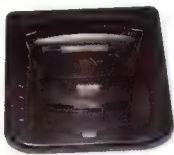
Most unfortunate of all was the announcement that the Classic Gaming Expo will be going on hiatus for one year...but cancelling the 2006 expo will allow the organizers to better prepare for the 10th-anniversary show in 2007. *Tips & Tricks* has been a sponsor of CGE for several years and we plan to continue our support of this important annual event; we encourage all readers of *Collector's Closet* to join us at the next show.

ROOM OF DOOM

Each month in "Room of Doom," we spotlight a single collector's cache of games and game memorabilia. This month, we're featuring the most incredible Room of Doom you could ever hope to see: the museum room at the 2005 Classic Gaming Expo. We don't have enough space to show you the hundreds of amazing items that were on display—and some of them didn't photograph as well as we'd hoped—but here are some of the highlights:



The one that started it all: Atari's first Pong machine



Sega Neptune (Genesis + 32X all-in-one) prototype console



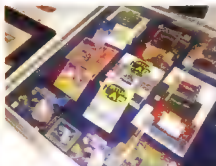
Mattel Intellivision countertop store display demo unit



Nintendo World Championships competition cartridge: the NES collector's "holy grail"



Vintage video-game patches from Activision, Atari, Nintendo and more



The rarest Virtual Boy games: SD Gundam Dimension War, Virtual Lab, Virtual Bowling and more



Atari VCS Warlords original box artwork



Magnavox Odyssey, the first programmable home video-game system



Nintendo Game Boy and SNES service manuals, Donkey Kong Country and StarFox "competition cartridges"



Japanese Nintendo-branded TV with built-in Famicom (NES), Sharp Famicom Twin system



Atari Missile Command and Asteroids Halloween costumes



GCE Vectrex retail store display kiosk



Kids wore T-shirts like these to the arcades back in the early '80s



Star Wars: Revenge of the Jedi Game I (Intellivision) advertising mock-up box

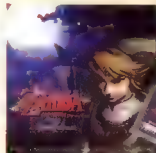
AUCTION Action

Video-Game Goodies Sold at the Classic Gaming Expo 2005 Auction



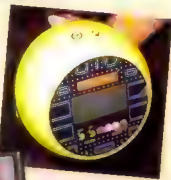
Electronic Games Magazine Issue #1 (1981)
High Bid: \$150.00

Nintendo Japanese Retail Promotional Mario Statue
High Bid: \$260.00



The Legend of Zelda: Twilight Princess Preview Trailer Nintendo DS Card
High Bid: \$160.00

Pac-Man Alarm Clock
High Bid: \$90.00



Quadrant Atari 2600 Cartridge + Instruction Manual
High Bid: \$350.00



TIPS & TRICKS October 2005 73



Name" menu appears, enter your name as "MARK" and return to the main menu. Now select "Options" and you'll find that the "Cheats" option has been unlocked. At the cheats menu, you can change the car speed, select "Unlock Championships" to unlock everything in the game or toggle the "Ghost" option to disable the game's collision detection (doesn't work in Time Trial mode). See the Credits.

Enter a record time in Time Trial mode as described above, then enter your name as "BGM" to see the game's credits.

THE HAUNTED MANSION

Cheat Codes

Enter the following codes at any time during gameplay (not while paused):
Invincibility—Hold Right on the D-pad and press B, X, X, X, B, X, Y, A
Weapon upgrade—Hold Right on the D-pad and press B, Y, Y, X, X, X, A
Unlock "Level Select" option at the Pause menu—Hold Right on the D-pad and press X, B, Y, Y, B, X, X, A

Invincible Zeke

After the Gamecube logo disappears, press L + R + A + B and hold them down until the copyright screen has disappeared. After starting a game, Zeke will now be invincible.
Skeleton Zeke
After the Gamecube logo disappears, press A + B + Y + X and hold them down until the copyright screen has disappeared. After starting a game, Zeke will now be a skeleton.

HITMAN 2: SILENT ASSASSIN

Cheat Codes

Enter any of the following codes at any time during gameplay. You'll receive special confirmation after entering a correct code.
Unlock 9mm pistol and SMG-SD5—Right, Left, Up, Down, A, Up, Right, Right
Unlock all weapons and items—Right, Left, Up, Down, A, Up, B, A, A
God mode—Right, Left, Up, Down, A, Right, Left, Right, Left
Hitman All—Right, Left, Up, Down, A, Up, Up, Hitman full health. Right, Left, Up, Down, A, Up, Down
Megaforce / Lethal Charge on—Right, Left, Up, Down, A, Right, Right
Bribe on / Greivly off—Right, Left, Up, Down, A, Left, Left
Bomb on / SlowMo on—Right, Left, Up, Down, A, Up, Left

INIMIA

Cheat Codes

At any time during gameplay, press START to pause the game and enter any of the following codes.
Sword upgrade—Hold L + R and press X, B, Y, X, B, X, B
Complete current mission—Hold R and press B, B, X, release R, hold L and press Y, Y, release L, hold R and press B, B (Note: This code will only work during normal missions, it can't be used in "Collect the Red Coins" or "Find All the Enemies" in sssion)
Big head mode—Hold R and press Y, Y, Y, release R, hold L and press Y, Y, release L, hold L + R and press Y, X, Y

THE INCREDIBLES

Cheat Codes

At any time during the game, press the START button to pause, then select "Secrets" from the Game Paused menu and enter any of the following codes. Note that some codes will only work when you are playing as one specific character.
J O D D L R B A S —Refill health meter
S M A R T B O M B —Kill everything within range of Mr. Incredible
S H O W T I M E —Refill Mr. Incredible's Incredimeter
F L E X I B L E —Refill Mr. Incredible's Incredimeter
M C T R A V I S —Infinite Incredimeter for a limited time
T H E D U E A B I D E S —Take less damage for a limited time
G A Z E R B A M —Temporary eye beam power
S A S S M O D E —Speed up gameplay
B W T H M O V I E —Slow down gameplay
E I N S T E I N I U M —Big heads
D E V E L O P E —Tiny heads
A T H L E T E S F O O T —Mr. Incredible's feet leave a blazing trail
I N V E R T C A M E R A Y —Invert left/right camera controls
I N V E R T C A M E R A X —Invert up/down camera controls
B H U D —Enable/disable interface graphics

KELLY SLATER'S PRO SURFER

Secret Codes

Choose "Extras" from the main menu, then select "Cheats" and enter any of the following codes.
7 1 4 5 5 5 8 0 9 2 —Mega cheat
6 1 9 5 5 5 4 1 4 1 —All boards
3 2 8 5 5 5 4 4 9 —All levels
4 9 5 5 5 5 6 7 9 9 —All surfers
7 0 2 5 5 5 2 1 8 —All suits
6 2 6 5 5 5 6 0 4 3 —All tricks
2 1 2 5 5 5 1 7 6 —Max stats
2 1 3 5 5 5 5 7 2 1 —Perfect balance
2 1 7 5 5 5 2 1 7 —High jumps
8 7 7 5 5 5 1 8 2 5 —1st-person view
8 1 8 5 5 5 1 4 4 7 —Trophy graphics

LEGENDS OF WRESTLING

Unlock All Wrestlers

At the main menu, press Up, Down, Down, Left, Right, Left, Right, Y, Y, X

THE LORD OF THE RINGS

THE RETURN OF THE KING

Cheat Codes

At any time during gameplay, press START to pause the game, then hold L + R and enter any of the following codes. You'll hear a confirmation sound each time you enter a code correctly.
Unlock Faramir—A, Y, Y, Y
Unlock Frodo—Y, X, X, X
Unlock Merry—Down, Down, Down, A
Unlock Pippin—Y, X, B, Down
Unlock All Actors Videos—A, B, A, Up
The following codes are character-specific; enter the code that corresponds to the character you're controlling.

- 1,000 experience points
Aragorn—Up, B, Y, A
Faramir—B, Y, Up, B
Frodo—Down, Up, Up, Down
Gandalf—X, Y, Up, Down
Gimli—X, X, Y, A
Legolas—A, Y, Up, A
Merry—Down, Down, B, A
Pippin—Y, A, B, A
Sam—Y, A, Down, A
- Unlock all skills up through Level 8 for purchase
Aragorn—Up, B, Y, Up
Faramir—X, Down, Down, Down
Frodo—X, X, Down, Down
Gandalf—Up, Up, Down, Down
Gimli—A, X, Down, B
Legolas—B, Up, Up, Down
Merry—Down, Y, A, B
Pippin—B, Up, Up, Y
Sam—X, X, Y, Y
- Earn all special abilities
Aragorn—Down, X, Y, Y
Faramir—Up, B, X, Up
Frodo—Y, X, Down, A
Gandalf—Up, Up, Down, X
Gimli—X, B, X, A
Legolas—Y, X, X, X
Merry—Up, X, X, X
Pippin—Up, X, X, X
Sam—Up, X, X, Y
- Restore missiles
Aragorn—Y, B, B, Y
Faramir—Y, Up, A, A
Frodo—Y, X, Down, A
Gandalf—Y, Down, A, B
Gimli—X, X, X, X
Legolas—A, Y, Y, Down
Merry—B, Y, Up, Y
Pippin—Up, X, Down, B
Sam—A, X, X, A

- Purchase all normal 3-hit combos (note: you will not be able to use some combos until your character achieves the specific level of the combo)
Aragorn—B, Down, X, Up
Faramir—Up, Y, Up, B
Frodo—Down, X, Down, X
Gandalf—Down, A, Y, Down
Gimli—Up, B, X, B
Legolas—B, Y, Y, X
Merry—Y, Up, Up, Y
Pippin—Up, Up, X, B
Sam—B, A, X, B
- Purchase all normal 4-hit combos (see note above)
Aragorn—Up, B, Y, Down
Faramir—A, B, Up, B
Frodo—Down, B, Down, X
Gandalf—Down, Y, Up, X
Gimli—Up, B, X, X
Legolas—A, Y, B
Merry—B, A, B, B
Pippin—A, A, Down, X
Sam—Up, Down, Y, X

The following codes are not character-specific, but they will not work unless you have completed the game.

Purchase all upgrades—Up, Down, Y, X

Always devastating—Y, Up, Down
Infinite missiles—B, B, Down, X
Perfect mode—X, B, X, B, Up
Perfect mode—X, B, X, B, Up
Targeting indicator mode—Down, X, Up, B
Restore the th—B, X, X, X

THE LORD OF THE RINGS: THE TWO TOWERS

Secret Codes

At any time during the game, press the START button to pause, then enter any of the following codes.
Restore health—Hold L + R and press Y, Down, A, Up
Restore missiles—Hold L + R and press A, Down, Y, Up
All Level 2 upgrades—Hold L + R and press X, Right, X, Right
All Level 4 upgrades—Hold L + R and press Y, Up, Up
All Level 6 upgrades—Hold L + R and press B, Left, B, Left
All Level 8 upgrades—Hold L + R and press A, Down, Down
1,000 upgrade points—Hold L + R and press A, Down, Down
The remaining codes can be entered the same way, but they will not work until you have unlocked the "Secret Codes" option, which appears as a gold ring on the right side of the game's map screen. You must first beat the Helm's Deep Hornburg Courtyard stage and reach Level 10 with any character; this will unlock the Secret Mission for that character. After beating the Secret Mission, the Secret Mission Play at Secret Character option will be unlocked. Once you've beaten the Secret Mission while playing as the secret character, the Secret Codes option will be unlocked and you'll be able to use the following cheats.
Always devastating—Hold L + R and press B, B, X, X
Small enemies—Hold L + R and press Y, Y, A, A
Slow motion—Hold L + R and press Y, X, A, B
Infinite missiles—Hold L + R and press B, X, A, Y
All upgrades—Hold L + R and press Y, X, X, X
Invulnerable—Hold L + R and press Y, B, A, X

MARIO GOLF: TOADSTORY

Special Controls

Hold the Z button and press START at the title screen. You will see a new option called "SP Contexts" at the main menu. Choose the new option and you'll see that the "Hole-in-One Context" is already open. Select "Password Tournament" from the SP Contexts menu and enter the following passwords for more contests.
0 E K W S G T U —Camp Hyrule Cup
G G A A 2 4 1 H —Super Mario Open
C E F U X 1 1 —Target Bulleye Tour
B I Q O U 1 2 —Hollywood V-doo Tour
L I B J T 3 X —Pee-wee's Invitational
9 1 3 L 9 H R —Bowler's Big Blast
2 G L P 7 P N —Dweller Jr.'s Jumbo Tourney

MARIO PARTY 6

Secret Voice Commands

Speak the following words into the GameCube Mic at the times indicated to cause the corresponding effect to appear on the screen.
Brighton Wave—Say "Brighton" at the main mode select screen.
To the Waives—Say "Twila" at the main mode select screen.
Flying Fly Guys—Say "Fly Guy" at the main mode select screen.
Jumping Cheep Cheeps—Say "Cheep Cheep" at the main mode select screen.
Stealing Goombas—Say "Goomba" at the main mode select screen.
Launch Bullet Bill—Say "Bullet Bill" during the Verbal Assault mini-game.
Launch Goombas—Say "Guts" during the Verbal Assault mini-game.
Launch missiles—Say "Nuts" during the Verbal Assault mini-game.
Monkeys attack—Say "Ukik" during the Word Herd mini-game.
Falling Thumps—Say "Zero" during the Shoot Yer Mouth Off mini-game.

MARIO PARTY TENNIS

Star Characters

After completing all three normal cups (Mushroom, Flower and Star) with a character, you will receive a Star for that character. You will then be able to play at that character in Star Mode. Characters in Star Mode will have harder shots, swifter feet and deadlier angles.
Unlockables
• To unlock Fly Guy, win the Star Cup in Singles Star Tournament, World Open mode.
• To unlock Wiggler, win the Thunder Cup in Singles Tournament, Gimmick Masters mode.

- To unlock Paratroopa, win the Star Cup in Doubles Tournament, World Open mode.
- To unlock Pety Piranha, win the Thunder Cup in Doubles Tournament, Gimmick Masters mode (Single or Doubles).
- To unlock the Bowser Castle Court, win the Fire Cup in Singles Tournament, Gimmick Masters mode.
- To unlock the Mario Classic Court, win the Fire Cup in Doubles Tournament, Gimmick Masters mode.

Note: To unlock all pay modes on one of the special courts, you must win a match on that court while playing in a Gimmick Masters Tournament (Single or Doubles).
• To unlock the World Open Tournament Flower Cup, win the World Open Tournament Flower Cup.
• To unlock the World Open Tournament Star Cup, win the World Open Tournament Star Cup.
• To unlock the Star Tournament Rainbow Cup, win the Star Tournament Rainbow Cup.
• To unlock the Star Tournament Moonlight Cup, win the Star Tournament Moonlight Cup.
• To unlock the Gimmick Masters Tournament Fire Cup, win the Star Tournament Planet Cup.
• To unlock the Gimmick Masters Tournament Thunder Cup, win the Gimmick Masters Tournament Fire Cup.
• To unlock the Mecha Bowser Mayhem special game, win the Mushroom Cup in Singles Tournament, World Open mode.
• To unlock the Ballroom Panna special game, win the Flower Cup in Singles Tournament, World Open mode.
• To unlock the Coin Collectors special game, win the Mushroom Cup in Doubles Tournament, World Open mode.
• To unlock the "Ace" Difficulty Level, win the Planet Cup in Singles Tournament, Star Tournament mode.
• To unlock the Event Games, hold the Z button and press START at the Mario Power Tennis title screen.
• To unlock the Color-Changing Yoshi Shot, win the Flower Cup in Doubles Tournament, World Open mode.

MEDAL OF HONOR: EUROPEAN ASSAULT

Cheat Codes

At any time during gameplay, press START to pause, hold L + R and press Y, Y, B, Up, A. You'll see the words "Enter Cheat Code" appear in the upper left corner of the screen. Now enter any of the following codes for the desired cheat. Note: You must enter the above code each time you enter one of the codes listed below.
Invincibility—B, Y, Right, A, Z, R
Infinite ammo—Z, Up, X, B, A
100% Adrenaline—L, B, Z, L, Y
Kill stage nemesis—L, Y, L, Z, Z
Collect stage OSS documents—Left, Y, B, A, Down, B
Disable shell shock—Z, R, X, Y, L
Disableable HUD—A, Y, Right, A, Z, B

MEIN BLACK II: ALIEN ESCAPE

Secret Codes

Enter any of the following codes at the title screen when the text "Press Start" appears. The screen will flash white after each code is entered correctly.
Invincibility—Right, A, R, Y, Up, L, A, Left, L, B, A
Unlock all levels—R, Left, B, X, L, Left, Up, A, Down, L, X
Unlock all Boss Mode stages—R, Y, Down, Down, A, Left, X, Right, Y, R, Y, Down
Unlock all CFT stages—X, Up, Left, Y, A, B, Right, R, X, B
Unlock all Agent dates—Up, Down, B, Left, L, Right, A, X, Up, X, Up
Unlock all Alien dates—X, L, B, L, Down, Y, R, Right, L, Left, Y
Start with all weapons—Up, Down, A, X, R, Y, A, Left, B, L, L, Right
Do not lose weapon levels—Down, Up, A, X, Down, Up, A, X, L, L, B, B

MVP BASEBALL 2005

Cheat Codes

Select "Manage Rosters" from the main menu, then enter the "Create/Edit Player" option and choose "Create Player." Next, enter any of the following names in their respective First Name and Last Name fields. The first five names will unlock certain features, while the remaining names will create players with special characteristics. Note that the latter players will appear in the Free Agent pool; you must sign them to a team in order to see them in action.

modify the game's stages or even "draw" hundreds of gold rings on the screen; when you change back into Sonic you can pick them all up.

Sonic the Hedgehog 2: Stage Select
At the "Sound Test" menu, listen to sounds 19, 65, 09 and 17 in order; you'll hear a chime when you activate the last sound. Next, return to the title screen, highlight "1 Player," hold B and press START to access the stage-select menu. With this code in place, you'll also have access to the following features:

- **System Reset**—Press START to pause the game, then press B to reset to the title screen.
- **Slow Motion**—Press START to pause, then hold the A button to play in slow motion. If you tap the X button while paused, you'll advance the action one "frame" at a time.
- Sonic the Hedgehog 2: Chaos Emeralds**
At the stage-select menu (see above), highlight "Sound Test" and listen to sounds 04, 01, 02 and 06 in order; you'll hear the fanfare that sounds when you get a Chaos Emerald. This code gives you all of the Chaos Emeralds; you can grab 50 rings and jump to change into Super Sonic. You'll also be able to see the "Good" ending when you beat the game.

Sonic the Hedgehog 2: Debug Mode
At the stage-select menu (see above), highlight "Sound Test" and listen to sounds 01, 09, 02, 01, 01, 02 and 04 in order; you'll hear a chime to confirm. Now highlight the name of any stage, hold the B button and press START, don't release until the stage begins. See the code above for the original Sonic the Hedgehog above to find out how the debug mode works; the only difference is that you don't get invincibility when you enter the Debug Mode in Sonic 2.

Sonic the Hedgehog 2: "Night" Mode
Enter the "Debug Mode" code above, then highlight the name of any stage at the stage-select menu, hold the X button and press START. This darkens the graphics, making it appear as if you're playing at night.

Sonic the Hedgehog 3: Stage Select
After the Sega logo appears at the start of the game, you'll see a blurry scene of Sonic rushing toward you. The instant Sonic appears, quickly press Up, Up, Down, Down, Up, Up, Up, Up. You'll hear a chime to confirm the code. Note: This is an extremely difficult code to enter. It took us about 100 tries before we got it to work with the GameCube. You must press the buttons at a consistent speed, starting at the exact moment when the screen turns black, so you should finish entering the code just a split-second before the screen turns pure white. Use a light touch on the D-pad or analog stick and press Up and Down evenly, making sure not to touch the diagonals. If you don't hear the chime, just press Z and pick "Game Title" to try again. Once you've done it right, press Up or Down on the title screen menu until you see a new item called "Sound Test," this gives you a stage-select and sound test menu. The list even includes the names of zones that were taken out of the game before it was released. You can't play these stages, but you can hear the music from them with the Sound Test option. With the code in place, you have access to the following features:

- **System Reset**—Press START to pause the game, then press B to reset to the title screen.
- **Slow Motion**—Press START to pause, then hold the A button to play in slow motion. If you tap the X button while paused, you'll advance the action one "frame" at a time.

Sonic the Hedgehog 3: Debug Mode
At the stage-select menu (see above), highlight the name of any stage, hold the B button and press START, don't release B until the stage begins. See the codes for the original Sonic the Hedgehog above to find out how the debug mode works; the only difference is that you don't get invincibility when you enter the Debug Mode in Sonic 3. However, if you get killed when playing in Debug Mode, just press the A button quickly before Sonic falls off the screen with the surprised expression on his face; this will change him into an object and freeze the action. Now just use the D-pad to move the object to a safe place and press A to change back into a healthy Sonic.

Sonic the Hedgehog 3: Special Select Stage
At the stage-select menu (see above), select the "Sound Test" option and listen to sound 01, then 03, then 05, then 07, you should hear a chime when you select the last number. Now highlight "Special Stage 2," hold the B button and press START to play a special stage.

Sonic the Hedgehog 3: "Night" Mode
At the stage-select menu (see above), highlight the name of any stage, hold the X button and press START. This darkens the graphics, making it appear as if you're playing at night.

Sonic 3: Knuckles: Stage Select
Play through the first stage until you reach one of the ratchet machines that allow you to pull yourself up. Jump and hang on to one of the handles—then while your character is hanging from the handle—press Left, Left, Left, Right, Right, Right, Up, Up, Up; you'll hear a chime to confirm the code if you've entered it quickly enough. Now press START to pause, then press B; the game should restart. When the title screen appears, hold B and press START to access the stage-select and sound test menu.

Knuckles in Sonic 2: Stage Select
At the title screen, quickly press Up, Up, Up, Up, Down, Down, Left, Right, Left, Right, Right, Right, Up, Up, Up; you'll hear a chime to confirm the code if you've entered it properly. Now hold the B button and press START to access the stage-select menu.

Sonic 3: 8 Knuckles: Stage Select
Play through the first stage until you reach one of the swinging vines with the handles on the ends of them. Jump up and grab the handle, then while your character is swinging from the vine—press Left, Left, Left, Right, Right, Right, Up, Up, Up; you'll hear a chime to confirm the code if you've entered it quickly enough. Now press START to pause, then press B; the game should restart. Press Up or Down at the title screen menu until you see a new item called "Sound Test," this gives you the stage-select and sound test menu. Near the upper left corner of the screen is a small number which you can change by pressing the X button, this number changes at any time by pressing START. Press according to the following legend:

00—Sonic and Tails
01—Sonic
02—Tails
03—Knuckles

Sonic 3: Blast: Stage Select/Stage Skip
At the title screen—while the words "Press Start" are flashing—press A, B, Right, B, X, Up, Down, B. The main menu will appear, even though we have not pressed the START button. Choose "Start" from the main menu, the Level Select menu will appear. You can choose any stage, including the Tails and Knuckles bonus rounds. With this code in place, you can skip to any stage at any time by pressing START to pause, then pressing B to warp to the next stage.

Sonic Spinball: Stage Select
Choose "Options" from the title menu, then—when the Options menu appears—press B, Down, B, Down, B, Up, B, X, Up, A, X, Up; you'll hear a fanfare to confirm the code. Now return to the title menu and enter one of the following codes:

• **Powerhouse**—Press START to warp to the "Lava Powerhouse" stage.

• **Hold A and press START** to warp to "The Machine" stage.

• **Hold X and press START** to warp to the "Show-Em" stage.

Sonic Spinball: See the Credits
Choose "Options" from the title menu, then—when the Options menu appears—press X, A, Up, B, Up, B, X, A, Down, X, B, Down, A, B, Down; you'll hear a fanfare and the game's credits will appear.

Ristar: Cheat Passwords
Enter the following passwords for different effects:

• **SEU=MB=Basic Rush Mode**
• **D0EE1=Practice Bonus Rounds**
• **ILOVE U=Stage Select**
• **S U P E R=Super** "difficulty level appears at the option screen

• **LOVE U=O=Adds an "Onch" ("tone deaf") option to the sound test menu**

• **HETA B=Display "Worst Score" at the demo screens**

• **XXXXXX=Cancel all passwords**

• **AGE5=Display Game copyright**

SPAWN: ARMAAGEDDON Cheat Codes
At any time during gameplay, press START and enter the following codes while the game is paused. When you unpauses, you will hear Spawn say "Neo-licious!" or "Neo-grodd!" to confirm each correct code.

All weapons—Up, Down, Left, Right, Left, Left, Up, Up, Up
Infinite ammo—Up, Down, Left, Right, Left, Down, Right
Infinite health and Necroplasm—Up, Down, Left, Right, Right, Left, Down, Up, Up, Up
Infinite blood on/off—Up, Down, Left, Right, Up, Up, Up
Unlock all comics—Up, Down, Left, Right, Right, Left, Up, Up, Up
Unlock all missions—Up, Down, Left, Right, Left, Right, Right, Left, Up, Up, Up
Unlock all encyclopedia entries—Up, Down, Left, Right, Left, Right, Up, Down

SPEED KINGS

Cheat Code

Start a new game and enter the "Player Setup" menu from any section. Under the player's handle, enter "borkbok" as the player's name to unlock everything in the game.

SPIDER-MAN

Secret Codes

From the main menu, select "Specials," then select "Cheats" and enter any of the following codes:

K O A L A—All "Combat Controls" enabled
I M I A R M A S—Unlock all stages in "Level Warp"
H E A D E X P L O D Y—Unlock "Pinhead Blow" in Training menu
A R A C H I D—Unlock all of the above + all "Gallery" items
H E R M A S C H U L T Z—Play as Shocker
S E R U M—Play as scientist
K N U C K L E S—Play as Thug 1
S T I C K Y R I C E—Play as Thug 2
S I G N I F I C A N T—Play as Thug 3
F R E A K O U T—Play as Thug 4
C A P T A I N S T A C Y—Play as helicopter pilot
R E A L H E R O—Play as a security guard
O R G A N I C W E B B I N G—Unlimited web fluid
H I L L O U D—Glider never overheats (when playing as Green Goblin)
R O M I T A S—Unlock "Next Level" option at the Paused menu
D O D G E T H I S—"Matrix" mode
S I G N I F I C A N T—Tiny Spidey
G O E S T O Y O U R K A D—Big head + feet
J O E L S P E A N U T S—Inemates have big heads + feet
U N D E R T H E A S K—First person view

SPIDER-MAN 2

Cheat Code

At any time during gameplay, pause the game, enter the Save/Load menu and select "New Game." At the "Enter Name to Start New Game" prompt, enter "HCRACRYAT" as your name and select "Enter;" you'll see the name disappear. Now simply back out of the "Enter Name" screen and unpauses; you'll draw directly to Spider-Man with at least 43.38% of the game completed. This code also gives you 200,000 Hero Points, all four Boss Awards, the Web Zip upgrade and six Speed Swing upgrades. You can also enter the code at the "Enter Name" screen, but this will appear as "New Game" without a save file present. Entering the code repeatedly will allow you to rack up additional Hero Points; they won't count toward the 50,000 you need to finish Chapter 16, and they may not appear in the Hero Points total at your "Status" screen, but they'll be there when you enter a Spidey Store.

SPONGEBOB SQUAREPANTS BATTLE FOR BIKINI BOTTOM

Cheat Codes

Pause the game, then hold L + R and enter the following codes. Note that the codes must be entered very quickly, do these correctly, you will hear SpongeBob say something or the controller will vibrate to confirm.

X, X, X, X, X, X, X, X, Y, Y—Max health
X, X, X, X, X, X, X, X, Y—Add 1,000 Shiny Objects
X, X, X, X, X, X, X, X, Y—Add 1,000 Spatulas
X, X, X, X, X, X, X, X, Y—Instant Bubble Blow power-up
X, X, X, X, X, X, X, X, Y—Instant Cruise Bubble power-up
X, X, X, X, X, X, X, X, Y, Y, Y, Y—Cruise control for Cruise Bubble
X, X, X, X, X, X, X, X, Y, X—Unlock all monsters in Monster Gallery
X, Y, Y, X, X, X, X, X, Y, X—Unlock Art Gallery
X, X, X, X, X, X, X, X, Y, Y, Y, X, Y—Shiny Objects have more value
X, X, X, X, X, X, X, X, X, X, X, X, X, X—Expert Mode
X, X, X, X, X, X, X, X, X, X, X, X, X, X—Always Shrapnel
X, X, X, X, X, X, X, X, X, X, X, X, X, X—No Pants mode
Y, Y, X, X, X, X, Y, Y—Invert left/right camera controls
Y, Y, X, X, X, X, Y, Y—Invert upward camera controls
X, X, X, X, X, X, X, X, X, X, X, X—Big Plankton
Y, Y, Y, X, X, X, X, X, X, X, X—Small villagers
Y, Y, Y, X, X, X, X, X, X, X, X—Small co-stars
Y, Y, Y, X, X, X, X, X, X, X, X—Villagers give heads
Y, Y, Y, X, X, X, X, X, X, X, X—Villagers give Shiny Objects
Y, Y, Y, X, X, X, X, X, X, X, X—Villagers take Shiny Objects
Y, Y, Y, X, X, X, X, X, X, X, X—Villagers and co-stars give Shiny Objects when you double-jump

THE SPONGEBOB SQUAREPANTS MOVIE

Cheat Codes

At any time during the game, press the START button to pause, then hold L + R while entering any of the following codes. You will hear a confirmation sound each time you enter a code correctly. For the costume codes, you will need to exit and re-enter the stage before you will be able to see the code's effect. Obviously, the Patrick codes can only be used in levels where you play as Patrick.

Unlock all levels and challenges—X, X, X, X, X, X, Y, Y, Y
Unlock all additional moves and upgrades—Y, X, X, X, X, X, X, X, Y
Unlock all additional moves—Y, X, X, X, X, X, X, X, Y
Double Manliness Points from picking up dumbbells—X, X, X, X, X, X, X, X, Y
Increase max health—X, X, X, X, X, X, X, X, Y
Alternate costume for SpongeBob—Y, Y, Y, X, X, X, Y, Y, X, X
Caveman costume for SpongeBob—Y, Y, Y, X, X, X, Y, Y, Y, X
Alternate costume for Patrick—Y, Y, Y, X, X, X, X, Y, Y, X, X
Caveman costume for Patrick—Y, Y, Y, X, X, X, X, Y, Y, X, X

SPY HUNTER

Secret Moves

At the profile menu, select a blank entry, then enter any of the following codes as your name; you'll hear a chicken sound effect and you'll be returned to the Profile Menu without having created a new profile. Now you can either start a new game or access a previously created game to view the corresponding movie you've watched. To view the movies, select "System Options" from the main menu, then look for the Movie Player option from within the "Extras" menu.

G U N N—Unlock "Saliva: The Spy Hunter Theme" movie
W O D D Y—Unlock "Early Test Animatic" movie

SRS: STREET RACING SYNDICATE

Cheat Codes

At the main menu, press Up, Down, Left, Right. A cheat menu will appear where you can enter the following codes:

S I C K I Z A—Unlock Toyota Supra 3.0R RZ in Arcade Mode
S I C K G D B—Unlock Subaru Impreza 2500 STI in Arcade Mode
I G O G S T—Unlock Mitsubishi Eclipse GS-T in Arcade Mode
G E S I D—Unlock Mazda RX-8
M Y T C G S—Unlock Toyota Galata GT-5
G O T P O—Unlock Police Car in Arcade Mode
L E T M E G O—First three butts are only warming up

FIX IT UP—Free repair

GORE TROOP—Unlock all Vinyls

55X3

Cheat Codes

From the main menu, press the Y button to access the Options menu. Select "Enter Cheat" and enter any of the following case-sensitive passwords:

B o g g e r t h a n k—Unlock all peaks
D i s p e r s a r—Unlock all songs in playist
S h o p p i n g s p r e—Unlock all Peak 1 gear, items and accessories
N a t u r a l c o n c e p t—Unlock all art
P h o t o c l e i g h t—Unlock all special boards
P o s t n o b i l i t y—Unlock all posters
N o g l u e r e q u i r e d—Unlock all toys
S t i g g o t t i n e d—Unlock all trading cards
M y e s a r e d i m—Unlock all videos
Z e n m a s t e r—Unlock Brodi
W o r m—Unlock Eddie
B r o n c o p a r t a l—Unlock Bunny San
M i l k m a d e—Unlock Cudmore
N o t s o v e l t e—Unlock Swelte Luther
B a c k 2 f u t u r e—Unlock Marty
S l i c k y—Unlock Hero
W i n d m i l d u n k—Unlock Strich
C a l i m g o r g e—Unlock Northwest Legend
B r o k e n e y e—Unlock Jurchin
G o g g e r d r a j e s—Unlock Gutless
T a n k e n g i n e—Unlock Churchill
G r e a t w h i t e n o r t—Unlock Canhuk
F i n a l l y a d e d i t i—Unlock Unknown Rider
Y e t y o u v e n e e r s e e—Unlock Snowballs



Ninja Turtles say "Yeah!" to confirm the code. Now the Turtles' feet will make funny sounds when they walk.

TEENAGE MUTANT NINJA TURTLES 2 BATTLENIUS

Passwords:
Choose "Options" from the main menu and select the "Password" option. Enter the following passwords by choosing the letter icons, a confirmation message will appear each time you enter a code correctly.

LSDRRD—Mighty Turtle (no damage)
R3LRL5M—Infinitesimal
LDRMR—M—Defense power doubled
D3LSRL1—Offense power doubled
D3SRDMR—Health (eliminates damaging effects)

MRLMRMR—Pzta Paradise (stamina restore items upgraded to Pzta)

D3SRDR—Slow Recovery (stamina meter gradually restores itself)

D3SDRLD—Abys challenge (don't fall off anywhere)

MRLMRDR—Endurance mode (stamina restore items eliminated)

RDSRRL—Super Tough mode (enemy defense power doubled)

LBSDRDR—Fatal Blow mode (one hit will kill you)

LSDRLD—Nightmare (enemies give double damage)

D3RS—L3—Position effect on Turtles
R3LRL5M—No shuriken

D3LSRDR—Nexus Turtle outfit for Donatello
L3MRDRD—Nexus Turtle outfit for Leonardo

M3L3MRDR—Nexus Turtle outfit for Michelangelo

SRMSRDR—Nexus Turtle outfit for Raphael

SRMLDRD—Playmates added to Bonus Materials

M3DSRDR—Honking noise when attacking
S3SRMRDRD—Toddling mode (word sound when walking)

TERMINATOR 3: THE REDEMPTION
Credit Codes
Highlight "Credits" at the main menu and enter any of the following codes. Note: You may not be able to have all three codes active at once.

Invincibility—Press **X + Z + R** simultaneously
Unlock all levels—Press **X + Z + R** simultaneously
Unlock all upgrades—Press **X + Y + L** simultaneously

TIGER WOODS PGA TOUR 2003
Credit Codes
Enter the Options menu, select Cheat Codes and enter either of the following codes. You will hear Tiger say, "Oh Yeah!" each time you enter a code correctly.

14C0URSES—All courses unlocked
ALLTWR3—All golfers unlocked

TIGER WOODS PGA TOUR 2004
Passwords
At the main menu, the main menu, then select "Passwords" and enter any of the following codes:

THEXIKTENSINK—Unlock all golfers and courses

SHERWOOD TARGET—Unlock Target World Challenge at Game Modes menu

YJH342B—Unlock all Nike sponsorship items for purchase

319TSRT—Unlock all Adidas sponsorship items for purchase

FGCH97—Unlock all Maxfli sponsorship items for purchase

knMRQ3Q—Unlock all Odyssey Golf sponsorship items for purchase

R433D1Q—Unlock all PING sponsorship items for purchase

BR3498Z—Unlock all Precept sponsorship items for purchase

cDa2YgY—Unlock all TAG Heuer sponsorship items for purchase

T345Z2B—Unlock all TourStage sponsorship items for purchase

TIGER WOODS PGA TOUR 2005
Credit Codes
At the main menu, select "Extras" from the main menu, then select "Password" from the Options menu and enter any of the following case-sensitive codes:

THEGINTOYSTRE—Unlock standard rounds and golfers except Justin Timberlake

THEHETENSESEKID—Unlock Justin Timberlake

911TRSTR—Unlock all Adidas sponsorship items for purchase

cGTR78g—Unlock all Callaway Golf sponsorship items for purchase

CL45EUB—Unlock all Cleveland Golf sponsorship items for purchase

15fkj4fd—Unlock all Cobra sponsorship items for purchase

F0G6597—Unlock all Maxfli sponsorship items for purchase

Y1nk342B—Unlock all Nike sponsorship items for purchase

U1t45TW6—Unlock all Nike and some Nike TW sponsorship items for purchase

L3MR3g—Unlock all Odyssey Golf sponsorship items for purchase

R433D1Q—Unlock all PING sponsorship items for purchase

d3t42gY—Unlock all TAG Heuer sponsorship items for purchase

TOM CLANCY'S SPUNKER CELL
CHAO3 THEORY
Choose "Cheats" and enter the following codes:

Choo3 "Solo"—From the main menu. At the Solo menu, hold **L** and **R** and press **X, X, X, X, Y, Y, Y, Y**. You'll hear a sound to confirm the code. Now select "Load Game" and you'll find that all of the missions have been unlocked

TONY HAWK'S PRO SKATER 3
Credit Codes
Choose "Options" from the main menu, then select "Cheats" and enter the following codes:

FREAKH3W—Unlock all hidden characters
MARKEDCARD—Enable "Cheats" option at the Paused menu

MAXH0UT—Give the currently-selected skater enough points to max out all statistical categories

POPCORN—Unlock all moves

TONY HAWK'S PRO SKATER 4
Credit Codes
Select "Cheats" from the Options menu and enter any of the following codes. Once activated, the cheats can be toggled on or off by selecting "Cheats" from the Options screen when the "Paused" menu

g0ldE—Always Special (note: the second character is the number zero)

belikeo3—Perfect Rail
W3heelin3—Perfect Manual
sl4int4te—Moon Gravity
manders3n—Matrix Mode
(o)(o)—Unlock Dats

Watch Me Xpl0d—Unlock everything

TONY HAWK'S UNDERGROUND
Credit Codes
Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes. After entering a code, start a game, then pause and select "Cheats" from the in-game Options menu to toggle the code on or off

get1up—Moon gravity
l3tts1d4y—Perfect manual
l3tts1d4y—Perfect rail

rearr1d3—Perfect sticks
NOOO!—Unlock THUD

TONY HAWK'S UNDERGROUND 2
Credit Codes
Choose "Game Options" from the main menu, then select "Cheats" and enter any of the following codes:

s14ghtedg3—Unlock "Perfect Rail" cheat

likeap4u1—Unlock "Always Special" cheat

unscrew3—Unlock Natas Kaupas
br1ttn3r—Unlock Nigel Beaverhausen

w4k p4k—Unlock Nick Franklin, Bill Righetti, Graffiti Tagger, Shrimp Vendor, Jester and Ryan Sheckler

s1ck1n3—Unlock all moves
w1n3d—Unlock all moves

TUROK: EVOLUTION
Secret Cheats
At the main menu, select "Cheats," then select "Enter Cheats" and enter any of the following codes. To access the level select after you have unlocked it, you must load a previously-saved game to the main menu

SELL0U—Unlock level select

MEERU—Unlock invincibility

SLEWGH—Unlock invisibility

TEXAS—Unlock all weapons

MADMAN—Unk unlock unlimited ammo

HE10—Unlock big heads

MEERU—Unlock invincibility

Z00—Play Zoo heads

HUNTR—Trigger game demo

TY THE TASMANIAN TIGER

Secret Codes
At any time during gameplay, enter any of the following codes. You'll hear a special guitar sound effect after entering a correct code. All items are marked with vertical lines—**L, R, L, R, Y, X, B, R, X, Z, Z**.
Obtain Kaboomarang, Doomarang, Megarang, Zoomarang, Infarang, Multirang and Chrono—**L, R, L, R, Y, Y, Y, B, Y, B**
Obtain Fireball, Flamang, Zapparang and Aquarang—**L, R, L, R, Y, Y, B, B, Y, B**

TY THE TASMANIAN TIGER 2: BUSH RESCUE

Secret Codes
Enter the following codes at any point during gameplay. You will hear a confirmation sound each time you enter a code correctly.
100,000 Bungs—**START, Y, START, Y, START, Y, X, X, X, Z, Z**
All Onyx Keys—**START, Y, START, Y, START, Y, X, X, X, Z, Z**
Reveal all items in the vicinity—**START, Y, START, Y, START, Y, X, X, X, Z, Z**
Unlock Level 1 Boomerang—**START, Y, START, Y, X, X, X, Z, Z**
Unlock Level 2 Boomerang—**START, Y, START, Y, X, X, X, Z, Z**

VIEWFUEL JOE 2

How to unlock the 36 Chambers
1. Defeat Drill Sergeant Big John in Reel 1, Act 1
2. In Reel 5, Act 1, when you're fighting nymas on the slippery ice on the cliffs (after you've launched up to the cliffs using the remote-controlled platform), finish the scene with at least five hearts
3. Get killed by the enemies that look like paper bags
4. Finish any scene with only one heart remaining

5. Pass Reel 2, Act III
6. Pass Chamber 1
7. Collect all the V-Reels from every act in any film
8. Get a "Game Over" and don't reset
9. Pass Chamber 1, and enter a bonus room in Reel 4, Act I. The bonus room is in the house where the switches move the rooms in a clockwise direction. When you place the three objects (teardrop, sword and mirror) into the matching scrolls, a door opens on the right side of the room on the upper right. However, if you hit the switch in this room instead of going through the door, you'll end up on the bottom level, and when you go through the open space on the right, you'll enter a bonus area filled with nymas

11. Pass Chamber 2 with at least an "A" rating
12. Earn a "V" time ranking in five consecutive scenes
13. Have only one heart left from beginning to end in any scene

14. Pass Reel 4, Act II
15. Earn a "Rainbow V" ranking (get a "V" for V-points, Defense and Time) during the UFO fight in Reel 4, Act I

16. Finish the last scene in Reel 2, Act I without using any VFX powers

17. Pass Chamber 8
18. Pass Chamber 9 and buy the Sliding power-up

19. Pass the miniboss fight against Big John in Reel 3, Act II with an "A" rank or higher

20. Pass the kitchen scene in Reel 1, Act III, with a "B" rank or higher

21. Pass Chambers 3 and 12
22. Pass Chamber 13

23. Pass Reel 7, Act III and have more than 200,000 Viewfules saved up

24. Get low thrown out of the women's restroom 10 times in a row in Reel 3, Act I

25. After finishing the scene where you start the gears turning in Reel 3, Act II, don't use any VFX until the next "Just Go For It!" scene starts

26. Pass Chamber 17 and finish Story Mode

27. Pass Chamber 18 and buy the Redhot Kick power up

28. Pass the challenging button scene in Reel 7, Act I where Silvia has to use her Replay VFX, with at least 30 seconds to spare

29. Collect every V-Reel in Reel 5, Act I

30. Earn a "Rainbow V" in five consecutive scenes. They can span across acts, so you get a "Rainbow V" in each of the first four scenes in Reel 1. Go, I, you'll still get the chamber to unlock if your first grade in Reel 1, Act II is also a "Rainbow V"

31. Perform the Ukem 10 times in a row in Reel 7, Act 1. When one of the weaker enemies hits you, if you use VFX Zoom in right before your body hits the ground, you'll recover without taking damage

32. Pass Chamber 23, and also obtain an overall rank of "Rainbow V" for any of the scenes during the following acts: Reel 1, Act II; Reel 2, Act III; Reel 3, Act II; Reel 4, Act II; Reel 5, Act III
33. Pass Chamber 24
34. Pass Reel 1, Act IV without picking up a single V-Reel

35. Pass Story Mode on Adults difficulty.
36. Pass Chamber 27 and Story Mode.

This is a secret chamber that unlocks if you complete the game, finish the Story Mode and earn an overall rank of "D" in the three consecutive levels. It's harder to earn a "D" than you think, since the game is relatively forgiving when ranking you on defense. Buy up a bunch of "Take 2" powerups, run play through the first three scenes in Reel 1, Act 1. Let the enemies kill you at least one time during each scene and you'll get a "D" for defense. If you want to minimize V-points, don't break anything, and kill enemies with one VFX Zoom in punch. Take as long as you want to pass; getting a "D" time ranking is the easiest part.

WAVE RACE: BLUE STORM

Secret Passwords
Choose "Options" from the main menu, then hold **Z + X** and press **START** at the Options menu. A new "Password" option will appear. At the next screen, enter any of the following passwords:

D L P H N M D—Ride a dolphin, Free Roam
K T U P W N P—Play Dolphin Park, Stunt Mode Normal

X S W P S A—Play Southern Island, Stunt Mode Expert

M J V B L G—Play La Razza Canal, Time Attack Hard

J F W M H F—Play Lost Temple Lagoon, Time Attack Normal

L Q T K T R K—Play Lost Temple Lagoon, Time Attack Hard

A J X B P S 3—Play Expert Championship without having to unlock it

WRECKING: THE YAKUZA MISSIONS

Unlock All Missions & Cheats
At the Scenario Select screen, select "Cheats." Hold the cursor to highlight the "Unlimited time" cheat, then hold down **L + R** and press **Z**. After entering the code correctly, all missions and cheats will be immediately unlocked

WWC: CRASH HOUR

Secret Character
Press **X, Y, L, X** at any menu screen to unlock Kevin Nash as a playable character

X-MEN LEGENDS

Unlock Extreme Gear
At the main menu, press **Up, Up, Right, Left, Down, Down, START**. A confirmation message will appear: the code has been entered correctly

X-MEN: NEXT DIMENSION

Secret Codes
At the main menu, quickly enter any of the following codes. A special message will appear after entering a correct code
Unlock everything—**Up, Up, Down, Down, Left, Right, Left, Right, A, B, START, START**. All characters start with near-zero health—**Up, Up, Down, Down, X, Y, X, Y, X**
Computer opponents just stand there—**Up, Up, Down, Down, A, B, X, X, Y, Y, X, Y**
Unlimited Super—**Up, Down, Down, A, X, A, X**

X2: WOLVERINE'S REVENGE

Cheat Codes
Enter the following codes at the main menu
Unlock All Costumes—**X, B, Y, Y, L, L, Z**
Unlock all Cerebro Files and All Moves—**X, B, Y, Y, R, R, Z**
Unlock Level Select and all Challenges—**X, B, Y, X, L, R, Z**
Unlock "Cheats" option at pause menu—**B, X, Y, X, Y, X, L, L, R, R, Z**

YU-GI-OH: THE FALSEBLOOD KINGDOM

Extra Gold Chest
While in the 3D Mode Screen, move the cursor to an empty spot on the field and quickly press **Up, Up, Down, Down, Left, Right, Left, Right, B**. If entered correctly, you'll hear a voice say "Yu-Gi-Oh! You'll still get the chamber to unlock if your first grade in Reel 1, Act II is also a "Rainbow V"

ZAPPER

Infinite Lives
Press **START** to pause the game, then hold **L** and press **Up, Up, Left, Left, Right, Left, Right**

Xbox tips

007: NIGHTFIRE

Secret Passwords
Choose "Codenames" from the main menu, then choose your custom profile and enter any of the following codes at the "Secret Unlocks" menu. Be sure to choose the "Save Codename" option from the Codename "Edit" menu after entering any of these codes. If you don't, the code's effects will be lost and you'll have to enter it again.
PASSPORT—Unlock all missions
PARTY—Unlock all characters in Multiplayer mode
GAMEROOM—Unlock all scenarios in Multiplayer mode
BOOM—Unlock "Explosive Scenery" enviro-mod in Multiplayer mode scenario options
Q LAB—Unlock all gadget and weapon upgrades

AKA EVOLUTION 2

Secret Code
Enter the following code at the "Press Start" screen. You'll hear a special sound effect after entering it correctly.
Extra Money—Y, X, White, Y, X, White, X, X, Y, White, X, Y

ALIENS VERSUS PREDATOR: EXTINCTION

Secret Cheat Menu
At any time during gameplay, save the game and press Left Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Right Trigger, Left Trigger, Right Trigger. You'll hear a special sound. If you have entered the code correctly, select "Options," then select "Cheats" to activate Invincibility, Level Speed and more.

ALTER ECHO

Cheat Codes
At any time during gameplay, press Up, Down, Down, Left, Right, Left on the D-pad. Your life bar will disappear from the top of the screen, now you can enter the following cheats.
Health recharge—Hold BACK button, press Right
Time Dilation Energy recharge—Hold BACK, press Up
Toggle on-screen displays—Hold BACK, press Y

AMPED

Secret Codes
From the main menu, select "Options," then select "Cheats" and enter any of the following codes. Each time you enter a code correctly, the word you entered will disappear after selecting "Done."
R i n n w a v e n—Unlock Raven
C h i l l i n W e e z y—Unlock Steezie
G i m m e g i m m—Unlock all cars
S t i c k i t—Easier to land from a jump
F i s t e r—Faster speed
L u z z a W—Run through trees
M e g a l e g—Jump higher
W h i r l y G i g—Faster spins
M e g a D o n c e—Bounce continuously

AMPED 2

Cheat Codes
Select "Cheats" from the Options menu and enter any of the following codes.
M o c a p M a n—Unlock Mo-Cap Man in Free Ride
F r e e R i d e—Unlock Frosty Jack in Free Ride
G e t O f f M y L a n d—Unlock Hermit Joe in Free Ride
B u n n y—Unlock Bunny in Free Ride
T e a m Y e t i—Unlock Yeti in Free Ride
B r o t h e r O f Y e t i—Unlock Bigfoot in Free Ride
R a d i c a—Unlock '80s Snowboarder in Free Ride
M e t a l M a m—Unlock Shiny Gal in Free Ride
Chillin'Wizey—Unlock Steezie the Penguin in Free Ride
F u n n y B o n e s—Unlock Bones in Free Ride
A l l M y P e e p s—Unlock all hidden characters in Free Ride
S h o w R e w a r d s—Unlock all rewards in the portfolio

LowGravity—Cut gravitational force in half
SuperSpin—Cut angular dampening in half (makes rotations go faster and diminish slower)
FastMove—Boards uphills
MaxSkills—Give your boarder max skills in all categories
NoCollisions—Turn off all feature collisions
Allice—Make physics for all terrain types behave like ice
AllLevels—Unlock all levels
ShowRewards—Unlock all rewards in the portfolio
TrickedOut—Unlock all grabs
Don'tCrash—Your boarder will not crash (Note: Use this code at your own risk; it might cause errors in the game that can force you to restart)

ARMED AND DANGEROUS

Cheat Codes
Select "Cheats" from the Options menu and enter any of the following codes.
L u t a l l c h e a t s—B, L, A, B, White, A, Left Trigger, Left Trigger
R e f i l a m m o—Black, B, A, Right Trigger, Right Trigger, A, Left Trigger, Right Trigger
I n f i n i t e a m m o—A, Left Trigger, Left Trigger
V i e w O y m o v i e—A, Y, Y, Black, Right Trigger, A, Y
R e f i l h e a l t h—X, R, A, Y, Black, B, A, Right Trigger
I n v i n c i b i l i t y—X, X, X, R, A, Left Trigger, Left Trigger, Y
G o r d m o d e (I n v i n c i b i l i t y i n f i n i t e a m m o)—Y, A, B, X, B, A, A, Left Trigger
J a y a n y l e v e l—Y, White, Left Trigger, A, Right Trigger, Right Trigger, Y
V i e w O y m o v i e—A, Y, Y, Black, Right Trigger, A, Y
B i g h e a d s—Left Trigger, Black, B, White, White, B, Black, Left Trigger
B i g h a n d s—B, White, X, Left Trigger, White, Right Trigger, Right Trigger, Y
B i g c o o t s—B, White, Y, A, Left Trigger, B, White
U p s i d e d o w n s c r e e n—Y, A, B, B, A, B, White, White

ATV: QUAD POWER RACING 2

Secret Cheats
At the "Saved Profiles" screen, which appears immediately after the title screen, select any empty profile. Next, select any rider and then enter any of the following codes at the "Name Your Rider" screen that follows. A special message will appear upon correct entry of each code.
B U B B A—Unlock all riders
R O A D K I L L—Unlock all tracks
G E N E R A L E E—Unlock all vehicles
D O U B L E B A R R E L—Unlock all challenges
V i e w O y m o v i e—Unlock all championships
G I N G H A M—Max stats
F I D L E R S E L B O W—Max skill level

BAD BOYS: MIAMI TAKEDOWN

Secret Cheat Codes
At the "Press Start Button" screen, press B, Up, X, Y, Right, Down, you'll hear a gunshot sound to confirm the code. You can now select any level under the Quick Game menu and toggle any of the options at the Cheats menu.

BALDUR'S GATE: DARK ALLIANCE

Secret Cheat Menu
At any time during gameplay, hold Left Trigger + Right Trigger + Y+A+B. Right on the left analog stick, then press START. Note that Left Trigger must be depressed all the way, however Right Trigger must be partially depressed, halfway or less. If you enter the code correctly, a different pause menu will appear that will allow you to toggle invincibility and select any stage.

BALDUR'S GATE: DARK ALLIANCE II

Item Duplication Trick
You'll need two controllers for this trick. Pause the game and select the "Change Players" menu, then select a new character (preferably Dorn, since he can carry more). Drop whichever items you want to duplicate and have the second player pick them up. Next, save your game and transfer the items back to your primary character. Enter the "Change Players" menu

again and import the second character from the fresh save. That character will have the items that you just dropped + less, so you can sell off any duplicates, have them both equip the same item or break items down at the shop and recover gems. With this trick, you can easily build up your inventory of gems and items by duplicating them and then gain massive amounts of gold by selling the duplicate items.

Invincibility/Level Warp

At any time during gameplay, hold Left Trigger + Right Trigger + A + B + X + Y and press the START button to bring up the cheat menu. You can toggle invincibility on and off and warp to any location in the game from here, even places that you haven't been to previously. You can even warp to levels that you are not supposed to be able to go to; for example, you can go to Zard's study even when you're not playing as Yusuran.

Level-Up Cheat

At any time during gameplay, hold Left Trigger + Right Trigger + A + B + X + Y and press the White button. This cheat automatically levels your character up to level 10, gives you 45 feat points and gives your character 500,000 gold. Be careful with this cheat; character passes level 10, since the code will reset all of your character's stats back to level 10.

THE BARB'S TALE

Cheat Codes
At any time during gameplay, hold Left Trigger + Right Trigger and enter any of the following codes.
R e a t h e a t h a n d m a n a—Left, Left, Right, Right, Up, Down, Up, Down
C a n ' t b e h u r t—Right, Left, Right, Left, Up, Down, Up, Down
D a m a g e x 1 0 0—Up, Down, Up, Down, Left, Right, Up, Down, Left, Right
1 0 0 0 0 s i l v e r p i e c e s a n d 1 0 0 a d d o n e s t o n e s—Up, Up, Down, Down, Left, Right, Left, Right, Up, Down, Left, Right
U n l o c k a l l a r e a s—Right, Left, Left, Left, Up, Down, Up, Down

BATMAN: VENGEANCE

Unlimited Batangas
At the main menu, press Left Trigger, Right Trigger, Left Trigger, Right Trigger, X, X, Y, Y. During gameplay, the number 99 will appear next to the Bataring and Electric Bataring icons at your equipment menu.

BATTLE ENGINE AQUILA

Cheat Codes
At the main menu, select "New Game," then enter any of the following codes at the "Choose Game Name" screen.
I E V A H—Unlock all modes
B 4 K 4 2—Unlock "God Mode" menu (choose "Options" from the Pause menu to find it)
1 0 5 7 7 0 2—Unlock all 230 Goodies

BATTLESTAR GALACTICA

Cheat Code
Choose "Options" from the main menu, then select "Extras" and press Up, Down, Down, Left, Left, Left, Right, Right, Left, Left, Up, Left, Left, Down, Left, Right at the Extras menu. A.I. of the Extras will be unlocked except the movies. This code also adds a new "Cheat Menu" option to the Options menu; use it to toggle invincibility, max out your missiles or set up wingmen options.
Ultimate Wingmen
Choose "Extras" from the main menu, then select "Extras" and press Up, Down, Down, Left, Down, Down, Up, Right, Right at the Extras menu. Apollo and Starbuck will be assigned as your wingmen, even if you're starting a new game.

BIG MUTHA TRUCKERS

Unlock Everything
Select "Options" from the main menu, then select "Cheats" and enter the following codes.
F A I L Y E—Unlock Fun Truck
C H E A T I N G M U T H A T R U C K E R—Unlocks all remaining cheats

BLADE II

Main Menu Codes
Enter any of the following codes at the main menu. A message will appear at the top of the screen to confirm each code.
Unlock missions—Hold Left Trigger and press Down, Up, Left, Left, Right, Down, X
Unlock weapons—Hold Left Trigger and press X, B, Down, Left, B, B, Y
Unlock "Daywalker" difficulty—Hold Left Trigger and press Left, B, Up, Down, X, B, A
In-Game Codes
At any time during gameplay, press START to pause, then enter any of the following codes.
Infinite health—Hold Left Trigger and press Y, X, Y, X, Y, B, B
Rage always—Hold Left Trigger and press Left, Down, Left, Down, Right, Up, Right, Up
Infinite ammo—Hold Left Trigger and press Left, B, Right, X, Up, Y, Down, A

BLOOD MAGE

Cheat Code
At the "Start Game" menu, press White, Black, Left Trigger, Right Trigger, X, B, Y. Now begin a new game and you will be wearing Iron Armor and have the Soul Reaver weapon.

BLOOD WAKE

Secret Codes
Enter the following codes at the title screen. After entering a correct code, you'll hear a special sound effect.
Invincibility—Left Thumbstick, Right Thumbstick, Down, Left, Down, Left, B, Y, START
Infinite ammo—Black, White, Left Trigger, Right Trigger, Right Thumbstick, Right Thumbstick, Y, X, START
Infinite Turbo—Up, Up, Down, Down, Left, Right, Right, B, A, START
Unlock all boats in Battle Mode—Up, Down, Left, Right, Left Trigger, B, X, X, Right Thumbstick, START
Unlock all arenas in Battle Mode—X, Y, Up, Right, Left, Down, Up, Down, Left, Right, Y, START
Unlock all games in Battle Mode—Y, A, X, B, Left Thumbstick, Right Thumbstick, Black, White, Right Trigger, Right Trigger, START

BLOODRAYNE

Secret Codes
From the main menu, select "Options," then select "Enter Cheat" and enter any of the following codes. You can also access the Cheats menu from the Pause screen. All of the cheats except the first one must be toggled on by accessing the Cheats menu in this way after entry.
O N T H E L E V E L—Enable level select
T R I A S S A S S I N D O N T D I E—Unlock God Mode
J A M E Y A N K E E D O N T F E E D—Unlock Restore Health
A N G R Y X X X I N S A N E H O O K E R—Unlock Fill Blood
N A K E D N A S T Y D I S H W A S H E R D A N C E—Unlock Time Factor parameter
D O N T F A R T O N O S C A R—Unlock Enemies parameter
S H O W M E M Y W E A P O N S—Unlock Show Weapons on Body
I N S A N E G I B S M O D E G O O D—Unlock Gratuitous Disembowelment
J U G G Y D A N C E S Q U A D—Unlock Juggy Mode

BLOODRAYNE 2

Cheat Codes
Select "Extras" from the main menu, then select "Enter Cheat" and enter any of the following codes. You can also access the Cheats by selecting "Cheats" from the Pause menu. Note: To enter a code correctly, you must press START to accept the last (highlighted) word of the phrase. If you enter the last word and then press START, the code will not be accepted. Some cheats must be activated from within the Pause menu after the code has been entered.
Blue Green Purple Imp—Freeze enemies
Uber Taint Joad Jrd Kwis—God mode
Quartum Lament Distorted Doting—Time factor
Whack This Molested Nirja—Refill ammo

THE LORD OF THE RINGS
THE RETURN OF THE KING
Increase Experience

At any time during the game, press **START** to pause, then enter the code listed below for the character you're playing to increase that character's experience by 1,000 points.

Arargorn—Hold Left Trigger + Right Trigger, press X, Y, Up, X, Y, Up.
Frodo—Hold Left Trigger + Right Trigger, press Down, Y, Up, Down.
Gandalf—Hold Left Trigger + Right Trigger, press B, Y, Up, Down.
Gimli—Hold Left Trigger + Right Trigger, press B, B, Y, A.
Legolas—Hold Left Trigger + Right Trigger, press A, Y, Up, A.
Sam—Hold Left Trigger + Right Trigger, press Y, A, Down, A.

THE LORD OF THE RINGS: THE TWO TOWERS
Secret Codes

At any time during the game, press the **START** button to pause, then enter any of the following commands to bring up the D-pad to enter the directional commands:

- Restore health—**Hold Left Trigger + Right Trigger** and press **Y, Down, A, Up**
- Restore missiles—**Hold Left Trigger + Right Trigger** and press **Y, Down, Up**
- All Level 2 upgrades—**Hold Left Trigger + Right Trigger** and press **B, Right, B, Right**
- All Level 4 upgrades—**Hold Left Trigger + Right Trigger** and press **X, Left, X, Left**
- All Level 5 upgrades—**Hold Left Trigger + Right Trigger** and press **A, Down, Down**
- 1,000 credits—**Hold Left Trigger + Right Trigger** and press **A, Down, Down**

The remaining codes can be entered the same way, but they will not work until you have unlocked the character that the character appears as a gold ring on the right side of the game's map screen. You must first beat the Helms Deep 10th Anniversary Courtyard stage and reach Level Hornburg with that character, which unlocks the character that character appears as the Secret Mission, the Secret Mission.

Play as Secret Character option will be unlocked Once you've beaten the Secret Mission while using the Secret Character, the Secret Character option will be unlocked and you'll be able to use the following cheats:

- Always devastating—**Hold Left Trigger + Right Trigger** and press **Y, A, X**
- Smash enemies—**Hold Left Trigger + Right Trigger** and press **Y, A, A**
- Slow motion—**Hold Left Trigger + Right Trigger** and press **Y, B, A, X**
- All upgrades—**Hold Left Trigger + Right Trigger** and press **Y, B, A, X**

MAJOR LEAGUE BASEBALL 2K5

Cheat Codes
Choose "Save/Load" from the main menu, then select "User Profiles." When the Profiles menu appears, highlight a free slot and select "Create Profile." At the Profile Name entry screen, enter any of the following codes as the profile name. Each code consists of two words separated by a space character; be sure to hold the "Shift" button when entering the first letter of each word.

- Old Timers—Unlock all Classic Teams
- Gimme Goods—Unlock all Extras
- Uma Theater—Unlock all Cheats

MAXIMUM CHASE

Codes
Choose "Opt.on" from the main menu, then select "Cheat Code" and enter the following

- B 6 F C—Alternate color graphics
- 9 D E 5—Black & white graphics
- A 8 D 7—High-contrast black & white graphics

MEDAL OF HONOR: EUROPEAN ASSAULT

Cheat Codes
At any time during gameplay, press **START** to pause, hold **Left Trigger + Right Trigger** and press **Down, A, X, Black, B, A**. You'll see the words "Enter Cheat Code" appear in the upper left corner of the screen. Now enter any of the following ng codes for the desired cheat. Note: You must enter the above code each time you enter one of the codes listed below.

Invincibility—White, Black, Y, White, Left Trigger, Left Trigger
Infinite Ammo—Left Trigger, Y, B, Up, A, A
100% Adrenaline—B, Y, Right, X, A, X
Kill stage nemesis—Right, Left, Right Trigger, Left Trigger, X, Y

Collect stage OSS documents—A, B, Right Trigger, White, Black, Left Trigger
 Disable shellshock—X, Y, A, B, Left Trigger, X
 Disable/enab e HUD—Black, Left Trigger, Black, Right Trigger, Up, Y
 Suicide—B, Right Trigger, White, Y, Left Trigger, White

MEDAL OF HONOR: FRONTING

Enter any of the following codes at the Password screen from within the Options menu. The codes marked with an asterisk (*) activate bonus movies which must then be turned on at the Bonus menu.

NIGHTSTORM—Unlock *Bullet Shield*
B A S S —Unlock *Mission 2: A Storm in the Port*
S T U R G E O N —Unlock *Mission 3: Needle in a Haystack*
P I K E —Unlock *Mission 4: Several Bridges Too Far*
R O U T —Unlock *Mission 5: Rolling Thunder*
C A T F I S H —Unlock *Mission 6: The Horten's Nest*
S A L M O N —Earn a gold star for the level previous to the current level
F L I P B O O K —Unlock *Extra movie*, "From the Ashes of Doom"
C O T T O N E A T H —Unlock *Extra movie*, "A Good Day to Die"

MEGA MAN ANNIVERSARY COLLECTION

Mega Man 2 Password
A5, B4, C1, C3, C5, C4, D5, D2 Start at Dr. Wily's Castle with all weapons, items and four energy tanks

Mega Man 3 Password
A1 blue, A3 blue, B2 blue, B5 blue, D3 blue, F4 blue—Start at Dr. Wily's Castle with all weapons, items and nine energy tanks

Mega Man 4 Password
A1, A4, B5, E2, F1, F3—Start at Cosmo's Castle with all weapons and items

Mega Man 5 Password
B4 blue, D6 blue, F1 blue, C1 red, D4 red, F6 red—Start at Dr. Wily's Lair with all weapons and items

Mega Man 6 Password
B6, D4, F2, F4, F6—Start at Mr. X's Castle with a1 weapons, items and nine energy tanks

1415 5585 7825 6251—Start at the last stage of Dr. Wily's Castle with all weapons and items, power-ups and four energy tanks

Enter the password listed above for Mega Man 7, but hold **X** + **B** while you press **2** to confirm. You will enter a secret two-player battle.

MERCENARIES

At any time during gameplay, press BACK to bring up the PDA, then press Right Trigger to scroll up and down the "Hotspots" screen, where you can enter any of the following codes:

Invincibility: Up, Down, Up, Down, Left, Right, Left, Right

Play as Phoenix—Right, Left, Right, Right, Left, Right, Left

Add \$100,000—Right, Down, Left, Up, Up, Left, Down, Right

Unlock all shop items—Down, Down, Down, Down, Up, Left, Right, Up, Down, Down, Up, Left, Right

Reset all factions to "Neutral"—Up, Up, Up, Up, Down, Down, Right, Left

Unlock all unlockables—cheats—Right, Up, Up, Up, Up, Down, Down, Up, Right, Left, Down, Down, Left, Right, Up, Down, Down, Up, Up, Left, Left, Right, Right

Note: The codes listed below will only work after you have unlocked the "unlock all" unlockables cheat; the code shown above

Play as Indiana Jones—Left, Left, Right, Right, Up, Up, Down, Down

Play as Han Solo—Left, Right, Right, Up, Down, Up, Up

Play as the Ace of Diamonds—Left, Left, Right, Down, Down, Up, Up

Play as Hearts card—Left, Left, Right, Right, Up, Down, Down, Up

Play as a Deck of 52 member—Left, Left, Right, Right, Up, Up, Down, Down

Play as Garret—Left, Left, Right, Right, Up, Down, Down, Up

Play as Peng—Left, Left, Right, Right, Up, Down, Down, Left

Play as Buford—Left, Left, Right, Right, Up, Down, Down, Down

Play as Josef—Left, Left, Right, Right, Down, Up, Up, Up

Play as a Mafia heavy—Left, Left, Right, Right, Down, Up, Down, Up

Play as a Mafia boss—Left, Left, Right, Right, Down, Down, Down, Up

Play as an SK Elite—Left, Left, Right, Right,
Down, Down, Up, Down
Play as a doctor—Left, Left, Right, Right, Down,
Up, Down, Down
Play as a prisoner—Left, Left, Right, Right,
Down, Down, Down Down
Play as an Allied pilot—Left, Left, Right, Right,
Up, Down, Up, Down

MIDTOWN MADNESS 3

Unlock All Vehicles
At the main menu, click the Left Thumbstick and continue to hold it in while you enter the following code: Left Trigger, Right Trigger, Left Trigger, Left Trigger, Left Trigger, Right Trigger, Right Trigger, Right Trigger, Left Trigger, Left Trigger, Right Trigger, Right Trigger. All of the vehicles will be unlocked.

MIKE TYSON HEAVYWEIGHT BOXING

Secret Codes
At the title screen—when the words “PRESS START BUTTON” appear—quickly enter any of the following codes. When you press the last button in any code, hold it down until a confirmation message appears on the screen.

Unlock all modes and boxes—X, B, Left Trigger, Right Trigger
B,g head mode—X, B, Up, Down
Small head mode—X, B, Down, Up
Two-dimens cna. mode—Down, Up, B, X

MISSION IMPOSSIBLE: OPERATION SURMA

Choose "Profiles" from the main menu and highlight the name "Jasmine Curry." Now hold **Left Trigger + Right Trigger + Y** and press **B**; you'll be sent back to the main menu where you'll find a new "Levels" option, allowing you to warp to any area in the game. Note: You will not be able to save your progress after entering this code.

MTX MOTOTRAX

Cheat Codes
Choose "Options" at the main menu, then select "Cheats" and enter the following code:
8 6 6 5 7 4 5 7—Unlock Maggot rider, Slipknot 250cc bike and a 1 move

MVP BASEBALL 2005

Select "Manage Records" from the main menu, then enter the "Create/Edit Player" option and select "New Player." Enter any of the following names in their respective First Name and Last Name fields. The first five names will unlock certain features, while the remaining names will create players with special character names. Note that the latter players will appear in the Free Agent pool, you must select them to a team in order to see them in action.

Katie Ray—Unlock all MVP Rewards

Nevenko Signić—Unlock St. Patrick's Day jersey for all players

Benny Lee—Enable scaling of individual limbs in the "Body Build" menu

Keegan Peterson—Short player with fat bat

Sean Peterson—Short player with fat bat

Adam Peterson—Tall player with fat bat

Jason Peterson—Tiny player with fat bat

Avery Lurman—Tiny player with fat bat

Mack Curran—Player with tin, easily-broken bat

Les Kram—Player with tin, easy-broken bat

G. Clark—Player with tin, easily-broken bat

MIX UNLEASHED

Cheat Codes
Choose "Options" from the main menu, then select "Cheat Codes" and enter the following passwords for the desired cheats.
SUPERCROSS—Unlock Supercross tracks
CONATION—Unlock Nations tracks
SWAPPIN—Unlock "Pro Physics" option at the setup menu before a race
OBTFDFAST—Expert AI (allows you to set the opponent difficulty above 100 at the setup menu before a race)
SQUIRRELDG—Unlock 50cc Bikes
BIGDOG5—Unlock 500cc Bikes
CLAPPEDOUT—Complete career (unlocks all tracks, machines and bikes)

NARC

Cheat Codes
Enter any of the following codes at any time during gameplay. Entering the same code a second time will disable its effects.

Invincibility—Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Left Trigger, A

All drugs—Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Left Trigger, Left Thumbstick

All guns—Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Thumbstick
Show stashes—Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Left
Unlimited ammo Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Left Trigger, Down

NBA BALLERS

Phraseology codes

Select the "Phraseology" option from the IN-
STANT menu and enter any of the following codes
to activate the desired features:

NICE YACHT—Unlock Scottie Pappan's Yacht
THE ANSWER—Unlock Allen Hornsby's Recording
ICE HORSE—Unlock Karl Malone's Devonshire Horse
EURO CRIB—Unlock Kobe Bryant's Italian Estate
PICK A SCOOTER—Unlock Yao Ming's Childhood
Grade School
DUB DEUCE—Unlock Special Shoe #1 (Yellow
Rice in Custom Baller mode)
BIG DUB BREAK—In case of a tie #2 (Blue
Rice in Custom Baller mode)
LOST YA SHOES—Unlock Special Shoe #3 (Grey
Rice in Custom Baller mode)
NBA BALLET—Turn PLAYA—Unlock all players
in all modes, alternate gear for all NBA players
and all movies in Farm Vault (note: If Walt
Faria does not exist in the Farm Vault, the
simplest way to get him is via the Baller's
Inventory, then re-enter both Allen and his movie
will become available)

When you enter a player's alternate gear,
you must enter the "Alternate Gear" code at
the "today's episode" screen (as explained
under "Match-Up Screen Codes") to dress that

Match-Up Screen Co

Enter any of the following codes by pressing the
 Playground, Alley Pop and Shoot buttons the
 same number of times as the "today's
 episode" screen that appears just before an
 episode in most game modes. The numbers
 shown in each code represent the number of
 times to press each button before pressing a
 direction on the D-pad or left analog stick to
 "lock in" the code. Each time you press a but-
 ton, you'll see the corresponding symbol chan-
 ge on the confirmation stage next to your player's
 first number to the following legend:
 1st number/Top box-Y
 2nd number/Middle box-J
 3rd number/Bottom box-X
 For example, to enter the "Unlimited Juice"
 code (7-6-3), press Y seven times, press J six
 times, press X three times, then press Up, Down,
 Left or Right on the D-pad or analog stick. You'll
 see the confirmation stage appear if the code has
 been entered correctly. You have a time lim-
 ited to enter codes, so be quick. Most of the
 codes do not work when playing online. The
 "Unlimited Juice" code will only work when
 after you have unlocked the alternate gear for
 the player you've chosen
 1-2-3-Alternate Gear (if unlocked)
 0-1-1-Tournament Mode
 0-1-2-Show Shot Percentage
 4-3-1-2x Juice Replenish
 7-6-3-Unlimited Juice
 3-6-7-Start with Expanded Field
 5-1-2-Expanded Mode
 0-0-0-Random Moves
 7-5-5-Local Goalending
 3-2-3-Great Hand
 3-1-5-Super Push
 2-1-5-Super Steals
 2-3-5-Super Back-Ins
 3-1-7-Better Free Throws
 3-2-7-Perfect Free Throws
 3-1-3-Super Payers
 7-2-2-Fire Ab. Ity
 6-7-7-HotSpot Ab. Ity
 3-2-7-Perfect Ab. Ity
 3-7-3-Stunt Ability
 5-3-6-Pass 2 Friend Ab. Ity
 7-2-5-Alley-Pop Ability
 3-1-3-Put Back Ability
 3-7-7-Super Back Ability
 1-3-4-Big Head
 3-5-4-Paper Ballers
 4-2-3-Baby Ballers
 4-3-3-C of Ballers
 4-4-3-Bouncing Ballers
 4-1-5-Pygmy
 5-6-7-Play as Coach
 5-5-7-Play as Agent
 5-4-7-Play as Secretary
 5-3-7-Play as BiznezMan-A
 5-2-7-Play as BiznezMan-B
 5-1-7-Play as Afro Man

NBA JAM

Secret Codes
Choose "User Profiles" at the main menu, and create a profile with one of the following names. When you choose that profile, the corresponding code will be active.
• Enter "C R E D I T S" to unlock the secret NBA JAM development teams
• Enter "P O I N T S" to earn 100,000,000 Jam Points to spend at the Jam Store
• Enter "L I P" to unlock all secret characters, secret teams, courts, apparel, cheats and development artwork

NCAA FOOTBALL 06

Permanent Collection Codes
Select "My NCAA" from the main menu, then choose "NCAA" Permanent Collection. Press **Right Thumbstick** to bring up the keyboard interface and enter any of the following codes to unlock the corresponding pennant.
Scie #16 Baylor
Oskee Wown-#631 Inos
Fight-#160 Texas Tech
Univ-#199 St. B
Thames-#200 Lett B
For -#201 B nk
Registering-#202 Boring
Br-#203 Brakes
Wid-#204 Better Brakes
Tiburon -#205 Crossed the Line
Ea Sports-#206 Cuffed
Touchdown-#207 Extra Credit
In The Zone-#208 Helium
Tutoring -#209 Hurricane
Impact-#210 Instant Prep
Hesman-#211 Jumbalaya
Game Time-#212 Mo asses
Break Free-#213 Nike Free
Hand Picked-#214 Nike Magnipng
No Sweat-#215 Nike Pro
Light Speed-#216 Nike Speed TD
Chumps-#217 Pich it
Going Down-#218 Protection
Eliz-#219 QB Dot
Quicksand -#220 QB Rocket
Grid ron-#221 Steel Toe
Ncaa -#222 Stuffed
Upsets-#223 Super Dome
Football-#224 Take Your Time
He-#225 Thread & Needle
Offense-#226 Touch As Nails
Defense-#227 Airt
Eltz-#228 What A Hit
5 daniel-#229 Kicker Hex
Fumble-#230 2004 All Amer cans
Roll Tide-#274 All-Alabama
Woopigooie-#276 All-Arkansas
War Eagle-#277 All-Arkansaw
Death Valley-#278 A- Clemson
Glory-#279 All-Cororado
Great To Be-#280 All F or d
Upbring-#281 All-FSU
Down Down-#282 All-Georgia
On lwa-#283 All-Iowa
Victory-#284 All-Kansas State
Geaux Tigers-#285 All-LSU
Raising Game-#286 All-Miami
Go Blue-#287 All-Michigan
Hall State-#288 All-Mississippi State
Go Big Red-#289 All-Nebraska
Rah Rah-#290 All-North Carolina
Golden Dome-#291 All-Notre Dame
K-lee Hike-#292 All-Oho State
Boomer-#293 All-Oklahoma
Go Pokes-#294 All-Oklahoma State
Quack Attack-#295 All-Oregon
We Arc-#296 All-Penn State
Let Go Get-#297 All-Pittsburgh
Boiler Up-#298 All-Purdue
Orange Crush-#299 All-Syracuse
Big Orange-#300 All-Tennessee
Em-#301 All-Texas
Gig Em-#302 All-Texas A&M
Mighty-#303 All-UCLA
Fight On-#304 All-USC
Wahoos-#305 All-Virginia
Tech Thunder-#306 All-Virginia Tech
Brown Bombs-#307 All-Washington
U Rah Rah-#308 A Wisconsin
Bear Down-#311 ARK Mascot
Rambin'rudder -#329 GJ Mascot
Go Gold -#333 KKK Mascot
Rock Chalk -#335 KU Mascot
Rah Rah Rah-#341 MNIN Mascot
Hotty Totty-#342 MISS Mascot
Mizzou Rah-#344 MISSOURI Mascot
Hawken-#346 MSU Mascot
Go Pards -#349 MSU Mascot
Go Cats -#352 NU Mascot
Go Carol na-#360 SC Mascot
On On On-#371 UK Mascot
Go On Go-#382 VMI Mascot
All Ha -#385 WSJ Mascot
Hail Wv-#386 WVU Mascot

NEED FOR SPEED: UNDERGROUND 2

Cheat Codes
Enter the following codes when the words "Please press START to begin" appear at the title screen.
\$1,000 n Career mode: unlock Mazda RX B and Nissan Skyline n Quick Race mode-Left, Left, Right, X, Right, Left, Right, Right, Right
\$200 n Career mode-Up, Up, Up, Left, Right, Right, Right, Right, Right, Right
Unlock Pro Package performance parts: Right Trigger, Right Trigger, Left Trigger, Right Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Up, Down
Unlock Hammer H2-Up, Left, Up, Up, Down, Left, Down, Left
Unlock various body parts: Right Trigger-Right Trigger, Up, Down, Left Trigger, Left Trigger, Up, Down
Unlock more body parts: Right Trigger-Left Trigger, Right Trigger, Up, Down, Left Trigger, Up, Down
Unlock Best Buy vinyl-Up, Up, Down, Up, Down, Down, Up, Right, Left
Unlock Burger King vinyl-Up, Up, Up, Up, Down, Up, Left

NFL STREET 2

Cheat Codes
Enter the following names when creating a new user ID. Note that you can only use one User ID profile at a time, so only one cheat can be activated per player.
THAW All stadiums unlocked
CLASSIC NFL Legends team unlocked
GO SNA Kayslay team unlocked
EXCELUNT Excelunt owners team unlocked
AWY3/8 A- AFC and NFC All Stars teams unlocked

NFL STREET 2

Cheat Codes
Choose "Opt ons" from the main menu, then select "Cheats and Codes" and press Y to call up the code entry screen. (Note: This option will not appear unless you create a User ID.) Now you can enter any of the following cheat codes. Be sure to take note of the capital letters in each code and enter them exactly as shown by using the keyboard shortcut function of the code entry screen.
W A F E S C T-Unlock AFC West All Stars
E A A F S F C T-Unlock AFC East All Stars
N A O F C T H-Unlock AFC North All Stars
S A O F C T H-Unlock AFC South All Stars
N A F S C T-Unlock NFC West All Stars
N O F C T H-Unlock NFC East All Stars
N S O F C T H-Unlock NFC North All Stars
S T m 2 k r y-Unlock Legends team and gridstick
T e a m X z b i-Unlock Team Xzbt
R e e b k-Unlock Team Reebok
E A F e l d-Unlock EA Field
N o 2 b o o t-Unlock no turbo
G r e a s e d i p-Fumble mode
G l u e H a n d-No Fumble mode
N o C h a i n s-No Chains mode
F i r s t F i r s t-10-yard first downs
I l l o G C r a z-2x GameBreaker
X G B C r a z-10x GameBreaker
S h r u n k e n-Tiny players
B I G S m a s h-Giant players
B I G i g-Big ball mode
U n e d i p e n c a-Ants mode
B l o o m i n g D o-No textures
G o t t a B D S h o e s-Max Speed
M a g n e t H a n d s-Max Catch
B l a s t T a c k l e-Max Tackle
C e m e n t S h o e s-Weak jumping and D-Moves
S i g n s M a t e r s-Random size
T r i c k 3 d O u t-All Chains Mode

NINJA GADEN

Blue Ninja Costume
Hold **Left Trigger + Right Trigger** when selecting "New Game" from the main menu; this will allow Ryu to keep the blue ninja costume throughout the entire game.
New Costume
After you beat the game, hold down **Left Trigger** when selecting "New Game" from the main menu to use a new costume.
Successive Play
After you beat the game and save your progress, loading that saved game will start a new game in Successive Play mode, which allows you to keep the Golden Scarab that you have collected the first time through and use it in the new game beginning from Chapter 1.
Hidden Weapon
After you beat the game, the Dark Dragon Tiki secret weapon can be found in the Hayabusa Ninja Village storehouse in Chapter 13 during the second time you play through

Unlock Classic Ninja Gaden Games
To unlock the classic Ninja Gaden game, collect 50 Golden Scarabs and trade them in at Muramasa's shop.
To unlock *Ninja Gaden II: The Dark Sword of Chaos*, you must have the original *Ninja Gaden* in your inventory. In Chapter 4 or later, shoot an arrow at the face of the Clock Tower from the platform above the door that leads to Pleasure Street and Hans Bar. A treasure chest containing *Ninja Gaden II* will appear on the roof of the building that houses the Clock Tower.
To unlock *Ninja Gaden III: The Ancient Ship of Doom*, you must have *Ninja Gaden II* in your inventory. At the Peiristyle Passage in the Aqad-ut, *Ninja Gaden III* disc can be found on top of the pillar that previously held a Go den Scarab.
To play the classic *Ninja Gaden* games after collecting any of the discs, access the arcade machine on the first floor of War's Bar in Taron with the appropriate *Ninja Gaden* game disc in your inventory. When you fin sh the game with any of the *Ninja Gaden* discs in your inventory, a "Classic *Ninja Gaden* III disc will also be added to the main menu, allowing you to play the classic game(s) you've unlocked at any time.
Classic *Ninja Gaden* Passwds
L X A Y A X-*Ninja Gaden* Act 1
A A B X Y-*Ninja Gaden* II Act 1
X Y B R L X-*Ninja Gaden* II Act 2
B A B A Y-*Ninja Gaden* Act 3
X A Y X L L-*Ninja Gaden* Act 4
X R B L A X-*Ninja Gaden* Act 6
A A B X Y-*Ninja Gaden* II Act 1
L Y B A R R-*Ninja Gaden* II Act 3
A L X Y B B-*Ninja Gaden* II Act 4
B A R A X L-*Ninja Gaden* II Act 5
Y L B A Y-*Ninja Gaden* II Act 6
B B X A Y L-*Ninja Gaden* II Act 7
B R L X A-*Ninja Gaden* III Act 1
A R R Y A L-*Ninja Gaden* III Act 2
L B R Y L Y-*Ninja Gaden* III Act 3
R B R A X Y-*Ninja Gaden* III Act 4
B A Y B X X-*Ninja Gaden* III Act 5
B X X A Y X-*Ninja Gaden* III Act 6
X R X Y L-*Ninja Gaden* III Act 7

ODDWOOD: STRANGER'S WRATH

Cheat Codes
At any time during the game, plug a second controller into Port 2 on the Xbox, then remove X. Now press X, Y, B, B, A, A on Controller 1; you'll hear a guitar sound to confirm that the cheat mode is active. Now you can enter the following codes at any time.
Invincibility-X, Y, A, B, X, Y
\$1,000 Moolah-Left Thumbstick, Left Thumbstick, Right Thumbstick, Right Thumbstick, Left Thumbstick, Right Thumbstick, Right Thumbstick
Left Thumbstick

Unlock Everything
When you start a new game, enter "00000" as your name. The "Select Level" menu will immediately appear.

OUTLAW GOLF 2

Unlock Everything
Select "Create" from the main menu to start a new profile, then enter "I Have No Time" to unlock all clubs, courses, characters and moves. Be sure to hold the **Left Trigger** to enter the secret password entry screen whenever you need Big Head.

At any time during game, hold **Left Trigger** and press B, A, B, Y. Back. To return back to a normal, hold the code again.

OUTLAW VOLLEYBALL

Unlock All Characters
Select "Exhibition" from the main menu. When the character select screen appears, hold **Left Trigger** and press Left, White, Right, White to unlock all of the characters.
Change Character Proportions
Enter either of the following codes at any time during game play.
Increase: Up, Up, Up, Hold Left Trigger and press B, Up, Up, B, Y
Big Head: Hold Left Trigger and press B, A, B, Y

OUTRIN 2

Cheat Codes
At the main menu, select "OutRun Challenge," then press the X button to enter the Gallery.
Now choose the "Enter Code" option and enter the following cheats:
D R E A M-Unlock all cars
D A R I O S E G-Unlock all music
D S R E V E R-Unlock-reversed tracks
T I M E-E.S.S.-Unlock-bonus track
T H E J O U R N E Y-Unlock all Mission tracks

PINBALL HALL OF FAME

THE GOTTLEB COLLECTION
Secret Codes
Select "Enter Code" from the main menu, then enter any of the following passwds.
L U V-Unclock Love Meter machine
P K R-Unclock Playday machine
X T N-Unclock X's Ketch machine
T G M-Unclock Tournament Mode
D A G-Unclock Gottlieb Factory Tour
L A S-Unclock Playday machine
B I Z L-Unclock "Custom Ball" option
I N F-Unclock "Infinite Final Ball" option
N D G-Unclock "Optional Tilt" option

PITFALL: THE LAST EXPEDITION

Cheat Codes
At the title screen, hold **Left Trigger + Right Trigger** and enter any of the following codes. Release the triggers after each code to see a confirmation message.
Infinite water in canteen (must acquire canteen first)-Left, X, B, Down, X, A, X, B
Faster attacks-Left, Right, B, Up, B, Right, Left, Y, Nicole-Left, Up, Down, Up, B, Up, Play or old-school Pitfall Harry-Y, Left, Down, X, B, Y, Y, Left
Unlock Pitfall at the New Game/Load Game menu-B, B, Left, Right, B, A, X, Up, B
Unlock Pitfall II: Lost Caverns at the New Game/Load Game menu-Left, Right, Left, Right, Y, Y, Y

PSYCHONAUTS

Cheat Codes
At any time during the game, hold **Left Trigger + Right Trigger** and quickly enter any of the following codes. If you're fast enough, you'll hear From Culler say, "You cheated!" to confirm each code.
Invincibility-B, White, B, B, Y, Black
Unlimited lives-Left Thumbstick, White, White, B, A, Right Thumbstick
Infinite ammo-Right Thumbstick, A, Left Thumbstick, Left Thumbstick, Y, B (Note: The effects of this code won't be apparent until you earn the PSI-Bat! Merit Badge)
All Camp Store items except Ball Colorizer and Dream Fluffs-Right Thumbstick, B, White, White, Left Thumbstick, Y
All PSI-Power Merit Badges-B, B, Y, White, Left Thumbstick, Y
Lots of Arrowheads-A, Right Thumbstick, Right Thumbstick, White, X, X
Infinite PSI-Rank and all PSI-powers earned by ranking up-Left Thumbstick, Right Thumbstick, Left Thumbstick, White, B, White (Note: You still need to get Merit Badges in order to use the powers)

THE PUNISHER

Cheat Code
At the "Profiles" screen, enter "PI VIRATE" as your profile name. When you begin a game with this profile, you'll find that all weapons, War Journal entries, Extras and stages have been unlocked.

ROBOTCH: BATTLECRY

Secret Passwds
At the main menu, select "New Game." At the next menu, hold **Left Trigger + Right Trigger** and press Left, Up, Down, A, Right, B, START. A secret password entry screen will appear where you can enter any of the following codes.
W E I L L W I N-Unlock all missions
M U L T I M A Y H E M-Unlock all multiplayer missions
S I M P L E M E C H-Invincibility
M I S S M A C R O S S-Unlock all Veritech designs
W H E R E S M A X-Unlock all Veri techs and awards
B A C K S T A B B E R-One shot kills
S N I P E R-One shot Snipe kill
S P A C E F O L D-Faster gunpoint ammo refresh
M A R S B A S E-Faster missile refresh
M I R I Y A-Faster weapon refresh

ROCKY

Secret Codes
Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code.
Unlock all boxes and arenas-Hold Right Trigger and press Up, Down, Down, Left, Left, Left Trigger
Boxers punch harder-Hold Right Trigger and press Right, Up, Down, Left, Up, Left, Left Trigger
Boxers move faster-Hold Right Trigger and press Down, Left, Down, Up, Right, Left Trigger

SCALER

Cheat Codes
At any time during game play, press START to pause, then select "Options" from the Pause



Game Boy Advance tips

ALIENATORS: EVOLUTION CONTINUES

Cheat Password
N81PAXCKC—Infinte ammunition

ALTERED BLESSED GUARDIAN OF THE REALMS

Menu Trick
Hold L or R at the main menu to change the direction and speed of the scrolling background image.

ANIMAL SNAP

Mini-Game
At the title menu, hold the L button and press Up, Down, Left, Right, Left, Down, Up. A new "Block Blaster" option will appear, allowing you to play the mini-game at any time

ARMY MEN ADVANCE

Passwords
Q G N R T P C—All Levels Unlocked (Sarge)
N Q R D G T P B—All Levels Unlocked (Vik)

ATV: QUAD POWER RACING

Unlock Everything
At the main menu, select "Options," then select "Password." Next, press A, Down, A, Down, A, Up, Up, A, Down, Down, A, Up, A

BALLISTIC: ECK'S VS. SEVER

Cheat Passwords
D E A T H W I S H—Invincibility
T O O L E D U P—All weapons
B I G P O C K E T—Infinite ammo
O O H S T O P I T—One-hit kills
A C M E B A N G S—Explosions do double damage
Q U O D F E T—Enemies can't move
D O Y O U C M E—Enemies ignore you
H O R N B L O W—Enemies make farting sounds when injured

BATMAN BEGINS

Cheat Codes
At any time during the game, press START to pause, then enter the following codes at the Pause menu:
Enemies can't hit you—Up, Down, Down, Left, Right, Left, Right
Super jump—L, R, L, Up, Up, Down, Down
Super speed—Right, Right, Right, Left, Left, Up, Down
Remove interface graph on the screen—Up, Down, Up, Down, Up, Down, L, R

BATMAN: RISE OF SIN ZU

Invincibility
Choose "Continue" from the main menu and enter the password "N.D.T.H." to make Batman invincible to enemy attacks.
Passwords
M Q F V B K—Boss battle Bane
L 2 0, Q D—Boss battle Clayface
6 V 2 C L 2—Boss battle Scarecrow
4 V 2 S 2 V—Boss battle Sin Zu
—F L Y M—Unlock all levels

BEYBLADE UNLOCK: ULTIMATE BLADE: JAM

Cheat Codes
At any time during gameplay, press START to pause and enter any of the following codes at the Pause screen:
Max. Bit Charge Meter—Right, Left, Right, Left
All enemies disappear—Up, Up, Left, Left
Complete the current round—Right, Left, Left, Up, A

BOKTAI 2: SOLAR BOY DANGO

Boktai Passwords
Enter the following Boktai passwords to start a game with different Boktai Titles:
C4C-21 208920
5871mCw N81u34M—Beserker
s12o-YG 79LXD3-
Zwm-2zm CWNKQm)—8shop
N8T5M3L LNDND3-3
Zwm-2zm CWNKQm)—King
N8WQnQd FJKBw1
B8482C wN81M—Queen
N5874L 1-qm87G
S8M8Cw N81u34M—Dark Boy
95bCQX q-wHf3-3
95b0smn CWNK8m)—Sark Boy
DF74LpB—79Tsk
4-dlmCw N8 1m3M—Rook

X596w1s> MY*og72
5871mCw N81u34M—Gunmaster
N8T5M3L 1-qm87G
5871mCw N81u34M—Trigger of So

CARTOON NETWORK BLOCK PARTY

Passwords
At the main menu, choose "Resume Game" and enter the following passwords to go to the corresponding game boards:
V18088888C78C7B—The Tater Farm
218088888C78C7B—Extreme Cul De Sac
318088888C78C7B—Pantel Johnnywood
718088888C78C7B—Katz's Creepy Cat's

CARTOON NETWORK SPEEDWAY

Password
9 9 9 9 9 5 1—Unlock all characters, courses, power-ups and trophies

CHARLIE AND THE CHOCOLATE FACTORY

Unlock All Adventure Levels and Mini-Games
At the "Select Game Type" menu, press Left, Right, L, R, START, SELECT, you'll hear a buzzing sound to confirm the code. Now select "Adventure" and press SELECT to unlock all of the levels in Adventure mode, or select "Mini Games" and press SELECT to unlock all the Mini Games

DARK ARENA

Cheat Passwords
K N G I T S F—All keys available
L M P L L N—All maps available
T H R B L D N S—All weapons available
N O C S D R T—Infinite ammo
T G N D S B R—Infinite health
N I T E W L L H—level skip (press START to pause, press A to invite the map, then press SELECT at the map screen to skip the current level)

DAVE MIRBA FREESTYLE BMX 3

Cheat Code
At the title screen, press R, L, L, B, B, R, you will hear a sound to confirm that the characters Flash and Meta have been unlocked

ECK'S VS. SEVER

Cheat Passwords
F X T R E M E—Mission 2
E X C I T E—Mission 3
E X C A V A T E—Mission 4
E X C A L I B U R—Mission 5
E X T O R T—Mission 6
E X P I R E—Mission 7
E X A C T—Mission 8
E X H A L E—Mission 9
E X H U M E—Mission 10
E X O N E R A T E—Mission 11
E X P E L—Mission 12
S E R V E R—Mission 2
S U R V I V E—Mission 3
S A V A N T—Mission 4
S U L P H E R—Mission 5
S E R V E—Mission 7
S E T H E R—Mission 8
S E V E R A L—Mission 9
S E V E R A N C E—Mission 10
S A C R O S A N C E—Mission 11
S A C R O S A N C E—Mission 12

F-ZERO: MAXIMUM VELOCITY

Unlock the Jet Vermilion
At the name entry screen, select "Entry," then enter your name as "TBT." Next, start a game under that name. When you reach the machine selection screen, press L, R, START, R, L, SELECT. A secret password screen will appear. Enter "J" + "E" + "S" + "A" + "3" as your password. Now you'll be able to select the Jet Vermilion.

FINDING NEMO

Cheat Password
M 6 H M—Unlock all levels and gallery pictures

FROGGERS 5 ADVENTURES 2: THE LOST WAND

Secret Levels
At the main title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A. You'll hear a signal to confirm. With this code in place, press the B button at the main menu to access a new set of secret levels called "Magician's Realm."

GRAND THEFT AUTO

Stage Select
At the main menu, press Left, Right, Up, Down, L, R (you'll hear a chime), then hold the START button and press A. A new "Pick Level" option will appear at the bottom of the main menu. After entering this code, you can also press B at the Cheat Codes:

At any time during the game, hold A + B and press START, you'll hear a signal and the words "Cheat Mode On" will appear on the screen, and your character's coordinates will also be displayed. Now you can enter any of the following codes during gameplay (not while paused):
Left, Right, Up, Down, B, B—Max health
Left, Right, Up, Down, A, L—Max armor
Left, Right, Up, Down, A, A—All weapons
Left, Right, Up, Down, L, L—Earn \$15,000
Left, Right, Up, Down, R, A—"Wanted" level +1
Left, Right, Up, Down, R, A—"Wanted" level -1
Left, Right, Up, Down, R, A—Toggle max "Wanted" level to "Wanted"

GUNDAM SEED: BATTLE ASSAULT

Password
W L I K T S D 5—Unlock all Mobile Suits and Very Hard Difficulty setting

HEY ARNOLD! THE MOVIE

Play as Heiga
At the "Area Select" screen, press Up, Down, Right, Left, Left, Right, Up, Down, SELECT to return to playing as Arnold, just enter the code again

HOT WHEELS STUNT TRACK CHALLENGE

Passwords
Select "Options" from the main menu, then enter the following passwords:
C L I F N O R W B—Unlocks all tracks, N Game Show Mode and Champions League mode
S S L T B G L Q—Unlocks all lessons in Stunt School

HOT WHEELS: STUNT TRACK X

Passwords
496-93-993—Unlock a cars
723-83-462—Unlock everything

ICE AGE

Passwords
M F K R P H—Art Gallery
M T T B Q B—Unlock all levels

THE INCREDIBLE HULK

Level Skip
Press START at any time to pause the game, then press Down, Right, Down, Right, Left, Left, Up to skip the current level

THE INCREDIBLES

Level Select
Enter the password "Y C P 6." You'll be sent back to the main menu, where you'll see some numbers in the lower right corner of the screen. Use the L and B buttons to change the number to that of the level where you wish to begin

THE INVINCIBLE IRON MAN

Cheat Codes
Enter the following codes at the title screen when the words "Press Start" are flashing:
Invincibility—Right, Up, Left, A, Right, SELECT
Stage select—SELECT, Up, B, A, Right, Up
Unlim. Jet Beam—B, A, Left, Down, Up, Right
Unlock all Gallery images—Up, Down, Left, Right

IRIDIUM 3D

Stage Select
Enter the Password entry screen and enter the code "SHOHW1M3" (do sure to include the "s" symbols). Now you'll find two new items at the Options menu: "Last Level" allows you to start at any stage and "Start at Boss" lets you skip directly to the boss of the stage you chose

Quick Exit
Enter the Password entry screen and enter the code "533ACTON" (do sure to include the "s" symbols). Now you can exit to the title screen at any time by pressing SELECT during the game

Picture Gallery

Enter the password "G4L3R3Y" (be sure to include the "s" symbols). This allows you to view a "slide show" of Indian 3D artwork

IRIDIUM B

Cheat Passwords
Choose "Password" from the main menu and enter any of the following codes:
4 R C B 1—Unlock Arcade Mode, Challenge Mode, Gallery and Credits
1 G 4 X 1—Unlock Jukebox
C H 4 1 L—Unlock Arcade Mode, Challenge Mode, Gallery Jukebox and Credits
1 5 3 C 3 T 5 1—Show the locations of all secrets in Arcade mode
1 R 0 T 1—Satellites rotate around ship
1 B 1 G 3 A D 1—Large SHN Fighter
1 M 1 C R 0 1—Tiny SHN Fighter
S H 1 P 2 1—Play as the blue SHN Fighter from the screen to screen sequence

JAZZ JACKRABBIT

Cheat Codes
At any time during the game, press START to pause, then enter any of the following codes. Note: Each of the "space credits" codes can only be used once per game.
Infinite health—L, Left, R, Right, R, Up, Down, Left, R, Right, L
All weapons/refill ammo—L, R, Left, R, L, Right, R, L, Left, R
500 space credits—Right, Left, Right, Left, L, Up, Up, R, R, L
1,000 space credits—Up, Down, Up, Down, Left, Right, L, R, L, R, L
5,000 space credits—Up, Right, Down, Left, L, R, Right, Left, R, L, L
Stage Select

At the main menu, press Left, Down, L, L, Up, Down, Right, Up, Right, L, R. You'll hear a signal and a "Level Select" option will appear. Note: The "space credits" cheats listed above will not work if you start a game using the Level Select option

KIM POSSIBLE: REVENGE OF MONKEY FIST

Password
Ron, Kim, Kim, Guard, Guard, Guard—Start new game with all extras unlocked
The password system uses the pictures of the various characters from the TV show. The first picture in each box is always Kim. If you push Down on the D-pad, the remaining characters are shown in the following order: Ron, Shogo, Wade, Monkey Fist, Rufus, Draken, Guard

LEGO BIONICLE

Unlock Mini Games
Start a new game and enter one of the following codes as your character's name. After the adventure begins, pause and save your game, then pause again and quit. The corresponding mini-game will now be available from the Mini Games option at the main menu.
M R 4 7 2—Laval Cobalt
9 M 2 A 8—Ngalawa Blau Boate
5 M 8 3 4—Kohi Footstall
3 L T 1 5 4—Kewa Bird Riding
V 3 6 7 3—Huan Snowball Sling
4 C R 4 7—Igniala Lava Surfing

LEGO STAR WARS: THE VIDEO GAME

Cheat Codes
At any time during the game, press the START button to pause, then enter any of the following codes:
Powerful blasters—Down, Down, Left, Right, Down, L
Speed boost—Right, Right, Down, Up, Right, L, Get coins, L, L, Right, Left, R, R, R
Get a Repair Robot—Down, Down, Down, Down, L, Right, Down, Right, L
Play as General Grievous—START, START, Down, Play as C-3PO—START, START, Left, Down, Up, Right, Right
Play as R2 D2—START, START, Up, Up, Up, Up, Up, Up
Play as Jar Jar Binks—START, START, Down, Left, Right, Start, Left, Right
Play as a Geonosis (with wings)—START, START, Start, Down, Right, Down, Left, Up

Nintendo DS tips

ADVANCE WARS: DUAL STRIKE

Unlock Additional Battle Maps

Insert either of the Advance Wars Game Boy Advance games into the GBA cartridge slot of your DS before powering on the system to play *Advance Wars: Dual Strike*. Select "Battle Maps" from the main menu and you'll find that additional maps are available. If you have *Advance Wars* inserted, you can purchase the Hachi's Land, Nell's Land and Advance Wars: Battle Maps. If you have *Advance Wars 2: Black Hole Rising* inserted, you'll be able to purchase the Sturm's Land, Lash's Land and Advance Wars: Battle Maps. Each of these maps can be purchased for only one point.

FEEL THE MAGIC: YIXIX

Unlock Items

To unlock the following items, simply insert the corresponding Game Boy Advance cartridge into the GBA slot of the DS before turning the system on. When the *Feel the Magic: YIXIX* game loads, a message will appear on the screen to confirm what has been unlocked. Insert *Puyo Pop* cartridge—Unlock Maniac Head Piece 19.

Insert *Sonic Advance* cartridge—Unlock Maniac Head Piece 17.

Insert *Sonic Battle* cartridge—Unlock Maniac Head Piece 21.

Insert *Sonic Pinball Party* cartridge—Unlock Maniac Head Piece 20.

Disappearing Bites

Select "Option" from the main menu, then select the Japanese language setting. Exit from the Option menu to the main menu and you'll find that the bikini has been removed from the female silhouette.

Sample Your Voice

Press Down + Y at the title screen, then speak into the microphone while the recording icon is blinking at the bottom of the lower screen. The sound you recorded will now play randomly as part of the music at the title screen. Press Down + X to trigger the recording on command, press Down + X to play it at a slower speed or press Down + X to speed it up.

KIRBY: CANVAS CURSE

Secret Characters

• Waddle Dee Ball—Finish the game once. When you start a game from the same file, Waddle Dee will be revealed as a new playable character. He only has four hit points, and can't obtain powers. He's also much lighter than Kirby.

• Dedede Ball—After you unlock the Waddle Dee Ball, you can buy the Dedede Ball in the Medal Shop for 20 medals. He has seven points, and swings a hammer when you tap him. He also cannot obtain powers. He's much larger and heavier than Kirby.

• Meta Knight Ball—After you unlock the Dedede Ball, you can buy him in the Medal Shop for 25 medals. He only has three hit points. He's much lighter than Kirby, but he's slightly stronger.

• Waddle Duo Ball—After you've beaten the game at least once, insert Kirby and the Amazing Mirror or Kirby: Nightmare in Dreamland into the Game Boy Advance cartridge slot of your DS. When you start a game of Kirby: Canvas Curse, Waddle Duo Ball will be available. An alternative way to unlock him is to beat the game with all four of the other characters. He has five hit points and the Beam ability. He can't obtain any other powers.

Jump Game Medal

The Jump Game unlocks in the Game Select screen after you beat the game with every character. If you manage to launch Kirby 1,500 meters, you'll land right on top of a medal, which is sitting on the course. The best way to launch Kirby this far is to preserve enough ink so you can draw a second ramp which Kirby is already in the air.

PING PALS

Special Holiday Items

Play the game on the following dates (or change the date at the DS Clock menu to the date indicated) to unlock the corresponding item in the Shop.

Birthday hat. Play on the date that you specified as your birthday in the DS User menu.

Valentine (boy)—Play on February 14th.

Valentine (girl)—Play on February 14th.

Snowflake sweater—Play on March 17th.

Bat T-shirt—Play on October 31st.

Jack hat—Play on October 31st.

Succubus—Play on October 31st.

Flirt skirt—Play on December 25th.

Jolly suit—Play on December 25th.

Merry cap—Play on December 25th.

"Miss" Month—Play on the 1st of the month.

"Mr" Month—Play on the 15th of the month.

Unlock Shantae Background

At the main DS menu (before you start to play Ping Pals), select the DS icon at the bottom of the screen to enter the system settings menu.

Select the clock/calendar icon, then change the current time to 2:59 or earlier. Now turn on the DS and watch the seconds hand of the clock on the upper screen at the main DS menu.

When the clock reaches midnight (00:00), you'll hear a chime, you must tap the "Ping Pals/Hot" button (to load the game) at that exact second.

When the game starts, check the item shop and you'll find the Shantae Background available for sale.

Lo-Lo Lock

When you lose a round in the Hi-Lo Game, exit the game before Snakey takes your coins and you won't lose them.

Money Words

If you include any of these ultra rare "money words" in your chat messages, you will earn an extra 1,000 coins each.

amplitude, antequing, baklava, blatherskite, bombing, bonnet, bonnet, cabbage, cantankerous, comatose, doddering, dressage, emu, epoch, equinox, fiddlisticks, fisticuffs, fortu, rova, genie, go dildicks, gorfin, infid, isthm, magenta, axonion, planetarium, scalawag, skullduggery, stenographer, stingray, undulate, vegan, wisenheimer.

POLARIUM

Puzzle Passwords

The following puzzle passwords appeared on Nintendo's Polarium Web site in Japan. If you enter them by accessing the "Password" option from the Puzzles/Edit menu, you can save them as your own custom puzzles. To solve and trade with other Polarium players via the DS Wireless Link.

Butterfly (Difficulty B)

1556878911

6678979883

87470646982

Snail (Difficulty B)

8339424800

5646062100

0457745940

Praying Mantis (Difficulty C)

3480165171

7324019721

6559620120

Ladybug (Difficulty A)

9379907712

9473042823

5958316314

Unicycle (Difficulty C)

1698755792

8627604792

8922701320

Tank (Difficulty B)

1136090172

1631910712

9758680281

Yacht (Difficulty B)

1788934650

3812459792

8027182363

Hermit (Difficulty A)

0023222722

6969686682

568028812

Bullet Train (Difficulty B)

7429434404

8329657110

6243307220

Frog's Egg (Difficulty B)

5327484212

2069693823

3703155252

Tapole (Difficulty B)

9469869562

5278052722

6289440620

Frog Legs Growl (Difficulty A)

5150032423

8908656104

9836198302

Frog Legs Stretch (Difficulty B)

5040032423

4726056493

5316134633

A Frog (Difficulty C)

3676115712

028200823

0328902051

Deep Sea Fish (Difficulty B)

7377087823

9696523601

1417744640

Dolphin (Difficulty B)

3627933323

5386168023

9479725992

Mouse (Difficulty B)

0850282792

7037358582

9382849520

Whole (Difficulty A)

5463495514

3856087300

2802547970

Dog (Difficulty C)

3221856881

7492029752

3210097631

Hurdling Star (Difficulty C)

1561349514

6374867833

231938542

Hurdling One, Two (Difficulty A)

511584853

5110172362

7865639114

Hurdling Run (Difficulty A)

5895195213

4817185272

7992597042

Hurdling Stomp (Difficulty C)

7263360692

3205124992

1350792561

Hurdling Jump (Difficulty B)

8680142403

9801445413

3802892561

What Kind of Egg Is It? (Difficulty B)

9515672712

2935100823

3491897881

The Shell Is Breaking Out (Difficulty B)

5160021442

6648100823

7259770311

Is It a Chick? (Difficulty A)

3624810823

0564200823

1185058792

Is It a Chicken? (Difficulty B)

5740203792

5599282204

6189331192

Is It a Phoenix? (Difficulty B)

0173421283

5281836004

5059490823

PUYO POP FEVER

Unlock All Gallery Items

Choose "Options" from the main menu, then select "Gallery." At the Gallery menu, highlight "View Cutscenes," hold the button and press Up, Down, Left, Right. You'll hear a sound to confirm, now all of the cutscenes and the voice samples for all characters will be unlocked.

Endless Puyo Pop Character Select Pattern Change

Select "Endless Puyo POP" from the main menu, then highlight the mode you wish to play and press Up, Down, X, A. You'll hear a sound to confirm, and the character-select screen will appear, allowing you to play as any character in this mode. Also, if you hold the X

button down while selecting your character, you will be able to play with that character's puyo pattern instead of the "classic" pattern (Ari's pattern). Note that your high scores will not be saved when playing with the character-select active.

Single Puyo POP Character Select

Select "Single Puyo POP" from the main menu, then highlight the mode you wish to play and press X, Down, Up, A. You'll hear a sound to confirm, and the character-select screen will appear, allowing you to play as any character in this mode. Note that no cutscenes will appear and your high scores will not be saved when playing with the character-select active.

Classic Pattern

If you hold the X button down while selecting your character in Single or Everybody mode, you will play with the "classic" puyo pattern (Ari's pattern) instead of the pattern of the character you chose.

Everybody Puyo POP Cheat

To force the computer player(s) to lose during a game of Everybody Puyo POP, hold L + R and press SELECT.

Computer Control

In any game mode with a handicap option before the match, if you hold the SELECT button down while choosing your handicap, the computer will control your character.

Bonus Pictures

If you play Puyo Pop Fever with a copy of the Game Boy Advance version of Puyo Pop Fever plugged into the GBA cartridge slot of your Nintendo DS, you'll find extra pictures of the characters in the Gallery under "View Cut scenes."

Microphone Tricks

If you blow into the DS microphone at the main menu screens, bubbles will appear and the menu options will bounce.

If you blow into the DS microphone during the instruction demo, the characters on the bottom screen will turn around to look at you.

If you blow into the DS microphone when the puyo is displayed on the bottom screen during a cutscene, the character will react. Blow gently and the character will fight the wind, blow hard and he or she will be blown away.

If you blow into the DS microphone during a match, your character will speak.

If you blow into the DS microphone at the title screen, a mini-game will begin. A score will be displayed and a giant puyo will fall from the top screen. The object is to keep the puyo from falling off the bottom screen by using the stylus to bounce it back up. For best results, keep the stylus in contact with the touch screen and push the puyo up from below. You'll score a point for each bounce. After ten bounces, another puyo will appear, after 20 more bounces, a third will appear, with more appearing every ten bounces after that (up to a maximum of 50). The last puyo to appear will be a nuisance puyo. If any one puyo falls off the screen or if you hit a puyo in its center, all of the puyo on the screen will pop. You can also push all of the puyo back into the air by blowing into the DS microphone, but you lose points for doing this.

Select Mini-Game

If you complete the WakuWaku Course or Hara Hara Course in Single Puyo POP mode at Normal difficulty or higher, you can play a mini-game while the credits are being displayed. Look closely at the pictures of each character and find the difference between the picture on the top screen and the one on the bottom screen. If you tap the part of the picture that is different on the touch screen, it will advance to the next character. (Note: You must tap it twice.) None of the characters will be the same as the previous one, or 16 if you clear the course without continuing. If you identify the flaw on all of the characters before the credits end, a special picture will be displayed.

SPIRIDER-MAN 2

Unlock All Special Moves

If you play Spider-Man 2 with the Game Boy Advance game Spider-Man: Mystery's Menace inserted in the GBA cartridge slot of the DS, all of Spider's special moves will be unlocked when you start a new game or load a saved game.

PSF tips

TIPS & TRICKS October 2005 95



**Codes for use with
Action Replay MAX
Game Enhancer (PlayStation 2)
and Action Replay
Game Enhancer (GameCube/GBA)**

PlayStation 2

Delta Force: Black Hawk Down

99P3-U22P-39U48 + RRC2-X7R4-16JA9 + 0JMY-ABWZ-RRXD9 + 9CQX-9YNH-X7T52 + RJ8H-1D6D-Q6P6U + 5V4G-XN7A-NQWFC + DGB6-1870-1XX1F + ACRI-1G61-ZW61W + 96N0-KXJW-TX8FD + T4JX-FDNI-J5WRH + 3Y6G-ZEQU-PBGVP + 88G2-CWVK-05669 + ZCY1-7N4Y-PIMVV + EVGF-V002-FXAPF + 11EA-EGVD-EVUTW + 03AH-5PBC-9K2T7 + PFP5-KN9X-BNDQZ—[M] Must be on DXQ3-A06Y-RDT10 + K85Y-GNW6-X3MEE—Infinite air GK5V-1T2Z-Q3CHF + ECJ8-NHEV-P86GK—Guns don't overheat 528M-07V6-EYADG + 78XH-W1JW-KN24E—Extra med packs (team) M05F-DUKY-VHYPO + XBED-NW1Q-NF42K—Extra ammo packs (team)

Madden NFL 06

KG03-CJGJ-1QUK6 + FWH0-X18E-6FRN0 + TZ2W-UGKA-ZCEUX + UTPN-WWPE-2UP0P + 89U3-KKKY-FXJH3 + B705-QR86-1651K + K072-XM80-CVGT3 + NR71-U793-058J + GRUC-17FK-JEPMF + 4HHR-PN9G-QEKT4 + 0V1Y-3ZCX-ATDAF + 3933-VZ28-JQRV7 + Y55X-K3JJ-Y3FTH + 65X8-4AF6-30F6Y + G87H-3175-4DT2G + 03AH-5PBC-9K2T7 + B739-WKUC-RZRGF—[M] Must be on DX41-3F4W-FEBNF + UE5A-5W1P-GNNAK—Infinite tokens GZK7-NJQF-OUQPE + TT7E-QDH0-WG646—Super score (training)
Character Creation: Superior DNA codes
JR8H-AM5C-14THC + 9111-086Z-WUKTW—Superior QB (A)
K072-XM80-J7DVT + 74N9-QXTE-PQAX9—Superior QB (B)
M6H8-JRW0-QX7A8 + 5VUQ-Z0XP-9RHX7—Superior running back
6B7Y-Y79T-M3TRD + 9NUV-DA7G-2N249—Superior wide receiver
1824-HC5Y-N90TR + 2K9X-T98Y-PEW57—Superior tight end (A)
KGCN-R5PE-TD8G + 20RT-3V04-Y9VKV—Superior tight end (B)
XBK7-Z1CZ-TD9RJ + Z85Q-3XXY-XFAHC—Superior offensive lineman
5A4Q-7Z4V-6K1H0 + D32Z-WX7T-9F20T—Superior linebacker
G89C-7TKM-EY1T0 + YMGW-PQGW-341R2—Superior defensive back (A)
5XKM-VEQK-QZY42 + 5C36-CMMQ-KPEER—Superior defensive back (B)
9H8Y-HD37-CHPAY + AHFZ-UEGU-10AJX—Superior defensive lineman
NKPP-8WQC-QZV6U + R03T-9JX8-65TCZ—Superior punter
93QN-F98G-YSEVH + NHR9-KY01-M1NBQ + ZUYF-638T-P11GV + HU48-159Y-SUKH + C7UY-XHUN-0X23U + MX11-4KPU-33ZAU—All Madden Cards (Profile 1)

GameCube

Madden NFL 2006

0B1K-P7QJ-NOWR5 + 0XMC-6FNA-G7NUZ—[M] Must be on ZHA1-0H51-54KNM + AJ6J-HCYQ-8M80H + XPWU-UHUM-PMXMC + 02TT-K5X1-PG8Y5—Press Z + D-pad Left for home team victory
D94K-E98B-Z7655 + AJ6J-HCYQ-8M80H + VATS-P8DR-FZRUU + Y179-R7E9-CG6U0—Press Z + D-pad Right for away team victory
H7V6-K3G8-9APTU + QGNE-62PB-AT062 + T1UU-SK3Q-0B1QG—Press L + R + Z + D-pad Down for 1st down
J7R2-R2X5-6R7BZ + ZWVC-7X5T-TAEJ2 + G0CK-F3VE-30C49—Press L + R + Z + D-pad Up for 4th down
JGM3-5DAT-71HPH + PKAB-0PJN-N1YM9 + ZVH0-N7QK-H6EQK—Press L + R + Z + D-pad Left for more time
X8E4-BMMY-AXA2W + ZMXP-AQ63-JDX81 + MERG-TXR8-X7DXD—Press L + R + Z + D-pad Right to end quarter
M7B7-T32D-401PA + M12D-30V9-XP9FQ—Infinite tokens (Profile 1)
9DFM-9067-80NTF + KH2F-WCR6-1C108—Easy points (mini-camp)
4RYJ-209P-2J7G3 + UP9B-HZ7Z-W1V65 + PDA9-A71C-4ZRWV—Press L + Y to freeze timer (mini-camp)
JAJ2-FPU7-CPQ9T + 7AAV-4GAP-NPUZS + HMZG-YZ78-09CDC—Press L + X to restart timer (mini-camp)



**Codes for use with
GameShark 2 Video Game
Enhancers (Version 3 or 4 only)**

PlayStation 2

Atelier Iris: Eternal Mana

983613D8-7848F3AB—[M] Must be on 28EDD2E0-0C965526—Infinite money
28EDD2D0-0CA57A65—Play time always 0:00
18EDD248-0CA5E485—Klien Kiesling: Infinite life
18EDD201-0CA5E485—Klien Kiesling: Infinite Mana
18EDD254-0CA5E485—Klien Kiesling: Max. LV
18EDD243-0CA5E485 + 18EDD245-0CA5E485—Klien Kiesling: Max. life
18EDD265-0CA5E485 + 18EDD237-0CA5E485—Klien Kiesling: Max. Mana
18EDD238-0CA5E485—Klien Kiesling: Max. ATK
18EDD2A5-0CA5E485—Klien Kiesling: Max. MAGIC
18EDD2DD-0CA5E485—Klien Kiesling: Max. DEF
18EDD23A-0CA5E485—Klien Kiesling: Max. SPD
18EDD2C6-0CA5E485—Klien Kiesling: Max. F. RES
18EDD2AF-0CA5E485—Klien Kiesling: Max. I. RES
18EDD2E1-0CA5E485—Klien Kiesling: Max. L. RES
18EDD2F9-0CA5E485—Klien Kiesling: Max. D. RES
18EDD2F9-0CA5E485—Klien Kiesling: Max. SKL PNT

Destroy All Humans!

9803AB88-78C9D78E—[M] Must be on 28309565-D0E57AD3 + 283095DE-DB447A22—Infinite shield (alien)
2816ED40-01E2AA7C + 2816ED8B-81C37A65 + 2816EDED-A1FB6323 + 2816EDD0-DBA57AF1 + 2839DD28-B1426965—Infinite concentration
2824CC0A-0CA57A56—Infinite ammo (all weapons)
283813D0-0CA57A65—Quick jetpack recharge
2816ED65-4686F861 + 2816ED6F-CF167A56 + 2816EDF1-46966961 + 2816EDF2-F8AA7AF1 + 28309572-78269F2—One-hit kills

Killer 7

980875E0-78D01771—[M] Must be on 283A1072-40A57A44 + 283A1001-F7D0E485 + 283A1065-80F185E—Infinite health (all characters)
28056C88-6FD97A65—Never reload

Mobile Suit Gundam: Gundam vs. Zeta Gundam

F80ACDED-0CA57A6C—[M] Must be on 2832C1D8-6FCA7A65—Infinite mission time
18635398-0CA5E485 + 18635388-0CA5E485—Player 1: Infinite armor
1863D6F6-0CA5E485 + 1863D6C7-0CA5E485—Player 1: Infinite primary weapon ammo
1863D622-0CA5E485 + 1863D6E8-0CA5E485—Player 1: Infinite sub-weapon ammo
2863C122-9F160F2E—Player 1: Infinite boost
186353A0-0CA5E485—Player 1: Max. armor
1863D608-0CA5E485—Player 1: Max. primary weapon ammo
1863D68A-0CA5E485—Player 1: Max. sub-weapon ammo

Game Boy Advance

Riviera: The Promised Land

947726-FAE008 + 931C2A-59808F + F8FB27-6A2176—[M] Must be on 6FD8F5-682946 + F70F67-4BC3AF—Max. HP (all)
7FBF65-797272—Max. OD
9167AE-6608BD—Max. Rage
2F9CDD-01BF0E—Infinite turns
80E7BE-ABAF37—One turn taken
E4F073-D98227—Easy pull item
0A1838-DBA06A—Stop mash timer
4007B1-38BE3F + 02FC98-86AE50—Weak enemies
90D00E-5F5CDF—Unlock all extras



BACK ISSUES

2000

October 2000: Spider-Man Ultimate Fighting Championship, Incredible Crisis, Street Fighter III: 3rd Strike, Ogre Battle 64

Tips & Tricks Pokémon Report: Special Pokémon issue with exclusive feature on the creators of Pokémon, plus strategy guides for Pokémon Stadium, Pokémon Trading Card Game, Pokémon Snap and Pokémon Yellow

2001

March 2001: Star Wars Episode I—Battle for Naboo The Bouncer, Project Justice, Blast Master: Blasting Angel, Phantasy Star Online

April 2001: Dance Dance Revolution Paper Mario (Part 1), Metal Slug X, Onimusha Warriors

May 2001: Zone of the Enders Metal Gear Solid 2 Trial Edition, Daytona USA, Point Blank 3, NBA Hoopz, Paper Mario (Part 2)

June 2001: The Simpsons Wrestling Dr. Mario 64, Star Wars: Super Bombad Racing, Pokémon Stadium 2 (Part 1), 18 Wheeler: American Pro Truck, Time Crisis: Project Titan

July 2001: Crazy Taxi 2 Mario Party 3, Mat Hoffman's Pro BMX, MTV Music Generator 2, Castlevania: Circle of the Moon, Pokémon Stadium 2 (Part 2)

August 2001: World's Scariest Police Chases Gran Turismo 3: A-Spec, Bloody Roar 3, Sports Jam, CART Fury Championship Racing

October 2001: Madden NFL 2002 Pokémon Crystal, Power Shovel, Sonic Adventure 2 (Part 2)

November 2001: Spy Hunter X-Men Mutant Academy 2, Dave Mirra Freestyle BMX 2, Fortress, Phantasy Star Online Ver. 2

December 2001: Dragon Warrior VII (Part 1) Time Crisis II, Batman: Vengeance

2002

January 2002: Luigi's Mansion Gdemic: Munch's Odyssey, Capcom vs. SNK 2, Mega Man Battle Network, Dragon Warrior VII (Part 2)

February 2002: Super Smash Bros. Melee WWF Smackdown! "Just Bring It," Metal Gear Solid 2, Shrek

March 2002: Maximo—Ghosts to Glory Mega Man X6, Pitman, Star Wars: Obi-Wan

April 2002: Star Wars Racer Revenge Fatal Frame, Jet Set Radio Future, Smashing Drive

June 2002: Spider-Man Resident Evil, Gunvalkyria, Headhunter, The Italian Job

July 2002: Dragon Ball Z—The Legacy of Goku Dragon Ball Z—Collectible Card Game, Medal of Honor: Frontline, Lost Kingdoms, Hunter: The Reckoning, Resident Evil, Wipeout Fusion

September 2002: The Mark of Kri Barbarian, Eternal Darkness: Sanity's Requiem, Crazy Taxi 3: High Roller

2003

March 2003: War of the Monsters Phantasy Star Online Episode I & II, Panzer Dragoon Orta, Disaster Report, Guilty Gear X2

May 2003: Tenchu—Wrath of Heaven Army Men: Sarge's War, Dynasty Warriors 4, Tao Feng: Fist of the Lotus, The Legend of Zelda: The Wind Waker (Part 2)

August 2003: Wario World Escape Ape 2, Outlaw Volleyball, Dragon Ball Z: The Legacy of Goku II, Wakeboarding Unleashed

November 2003: Mega Man X7 Viewtiful Joe, Dungeons & Dragons Heroes, The Simpsons: Hit & Run, Teenage Mutant Ninja Turtles

December 2003: Ratchet & Clank Going Commando: Kirby Air Ride, SSX3, Star Wars: Rebel Strike, Castlevania: Lament of Innocence

2004

January 2004: Tony Hawk's Underground I-Ninja, True Crime: Streets of L.A., Dragon Ball Z: Budokai 2

February 2004: Final Fantasy X-2 Mario Kart: Double Dash!! The Hunter, Missions: The Hunt for the Monster Rancher 4

March 2004: Sonic Heroes Baldur's Gate: Dark Alliance II, Wrath Unleashed, X-Men vs. Army of Zin, Metal Slug 5

May 2004: Pokémon Colosseum Onimusha: Blade Warriors, Ninja Gaiden, Metroid: Zero Mission

June 2004: Tom Clancy's Splinter Cell—Pandora Tomorrow Harvest Moon—A Wonderful Life, Siren, Samurai Warriors

July 2004: Hitman—Contracts Transformers, Onimusha 3—Demon Siege, Shrek 2, Space Raiders, River City Ransom EX

August 2004: Dragon Ball Z—Superior Warriors Harry Potter and the Prisoner of Azkaban, Psi-Ops: The Mindgate Conspiracy, Red Dead Revolver, The Chronicles of Riddick: Escape From Butcher Bay, Champions of Norrath (Part 4)

September 2004: Spider-Man 2 Star Ocean: Till the End of Time (Part 1), Crimson Tears, Driv3r, Astro Boy: Omega Factor, Puyo Pop Fever, Champions of Norrath (Part 5)

November 2004: Mortal Kombat—Deception Burnout 3: Takedown, Star Wars: The Force Unleashed, Star Ocean: Till the End of Time (Part 3)

December 2004: Need for Speed—Underground 2 Paper Mario: The Thousand-Year Door, Gradius V, Dragon Ball Z: Buu's Fury, X-Men Legends, Guilty Gear Isuka

2005

January 2005: Metal Gear Solid 3—Snake Eater Grand Theft Auto: San Andreas (Vol.1), Halo 2 (Vol.1), Viewtiful Joe 2 (Part 1), Bloodrayne 2, Metroid Prime 2: Echoes, Growlanser Generations, Dead or Alive Ultimate

February 2005: GoldenEye—Rogue Agent Spider-Man 2, Dragon Ball Z: Budokai 3, Metal Slug Advance, Mario Power Tennis, Grand Theft Auto: San Andreas (Vol.2), Halo 2 (Vol.2), Viewtiful Joe 2 (Part 2)

March 2005: Star Wars—Knights of the Old Republic II Shadow of Rome, The King of Fighters 2002/2003, Mercenaries, Resident Evil 4, Grand Theft Auto: San Andreas (Vol.3), Halo 2 (Vol.3), SpongeBob SquarePants Movie

April 2005: Fight Night—Round 2 Super Punch-Out!!, Tenchu: Faith Shadows, Star Fox: Assault, Oddworld: Stranger's Wrath, Grand Theft Auto: San Andreas (Vol.4), Halo 2 (Vol.4)

May 2005: Dragon Ball Z—Sagas Tekken 5, Gran Turismo 4, Dynasty Warriors, Psychonauts, Grand Theft Auto: San Andreas (Vol.5), Halo 2 (Vol.5)

June 2005: Doom III God of War, Unreal Championship 2, Area 51, TimeSplitters: Future Perfect, Grand Theft Auto: San Andreas (Vol.6), Halo 2 (Vol.6)

July 2005: Advent Rising Kirby: Canvas Curse, Samurai Western, Juiced, Grand Theft Auto: San Andreas (Vol.7), Halo 2 (Vol.7)

August 2005: Destroy All Humans! Medal of Honor: European Assault, FlatOut, Killer 7, Riviera: The Promised Land, Grand Theft Auto: San Andreas (Vol.8), Halo 2 (Vol.8)

YES! Please send me the back issues as indicated to the right.

ORDER LIST

NAME _____

ADDRESS _____

CITY/STATE/ZIP _____

PHONE NUMBER _____

☐ I AM A SUBSCRIBER

☐ I AM NOT A SUBSCRIBER

PLEASE SEND COUPON ALONG WITH CHECK OR MONEY ORDER TO:

BACK ISSUE DEPT.
L.F.P., INC.

8484 WILSHIRE BLVD., SUITE 900
BEVERLY HILLS, CA 90211

Foreign: Add \$2.00 each for shipping. U.S. funds drawn on a U.S. bank. All back issue sales are final. No refunds will be issued. Please allow 4 to 6 weeks for delivery.

October	'00	x \$10.00 =	May	'03	x \$10.00 =
Pokémon	'00	x \$10.00 =	August	'03	x \$10.00 =
March	'01	x \$10.00 =	November	'03	x \$10.00 =
April	'01	x \$10.00 =	December	'03	x \$10.00 =
May	'01	x \$10.00 =	January	'04	x \$10.00 =
June	'01	x \$10.00 =	March	'04	x \$10.00 =
July	'01	x \$10.00 =	May	'04	x \$10.00 =
August	'01	x \$10.00 =	June	'04	x \$10.00 =
October	'01	x \$10.00 =	July	'04	x \$10.00 =
November	'01	x \$10.00 =	August	'04	x \$10.00 =
December	'01	x \$10.00 =	September	'04	x \$10.00 =
January	'02	x \$10.00 =	December	'04	x \$10.00 =
February	'02	x \$10.00 =	January	'05	x \$10.00 =
March	'02	x \$10.00 =	February	'05	x \$10.00 =
April	'02	x \$10.00 =	March	'05	x \$10.00 =
June	'02	x \$10.00 =	May	'05	x \$10.00 =
July	'02	x \$10.00 =	June	'05	x \$10.00 =
September	'02	x \$10.00 =	July	'05	x \$10.00 =
March	'03	x \$10.00 =	August	'05	x \$10.00 =

SUBTOTAL \$ _____

SUBTOTAL \$ _____

TOTAL \$ _____



DO YOU KNOW THE SECRET OF THE

MYSTERY CODES?



#46 GRAND THEFT AUTO: SAN ANDREAS



The Code: Enter the following code at any time during gameplay (not while paused):

PS2: □, □, R2, Left, Up,
□, R2, X, X, X

Xbox: X, X, Black, Left, Up,
X, Black, A, A, A

TIPS & TRICKS may be the #1 Video-Game Tips Magazine, but even our most skilled cheat finders get stumped every once in a while. The following codes are known to exist in the games shown, but even after extensive testing, we still can't figure out what they do. (In some cases, they may not do anything.) If you can solve the mystery, you might win a prize....

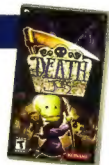


#47 DEATH JR.



The Code: At any time during gameplay, press **START** to pause, then hold the **L** button and press **Up, Up, Down, Left, △, △, △, ×, ○, □**.

What We Know: Just as this issue was going to press, we got our hands on 39 different *Death Jr.* codes. We were able to figure out 38 of them quickly enough to make it into our *PSP Tips* section on page 95, but we didn't have enough time to figure out what this last code does. When you enter it, a message appears that says, "This was Jed's idea!" Consider that a clue. Can you solve the mystery?



#48 KEN GRIFFEY JR.'S WINNING RUN



The Code: Enter the following code at the title screen, when the words "Press Start" appear:

X, Up, A, Right, B, Down,
Y, Left, SELECT

What We Know: This cheat gives the same confirmation sound as all the other *Winning Run* codes, but it's entered at a different place—most of the known codes are entered while the game is paused in two-player mode. It's also slightly different in the sense that the buttons don't spell out words the way the rest of the codes do. The game's developer, Rare, is known for putting lots of wacky codes in its games; who knows what this one does? Can you solve the mystery?



MYSTERY CODE SOLVED!

Congratulations to Shawn Moyer of Lincoln, Nebraska for solving the *Medal of Honor: European Assault* Mystery Code (#43) from our August issue. When the code is entered, three separate profiles are created on your played game: one for each of the Recruit, Normal and Veteran difficulty settings. What's more, the code also unlocks all of the Campaign battles within each of these profiles. Your hard work paid off, Shawn...your *Tips & Tricks* cap is on the way!

CRACK THE CODE AND WIN A PRIZE

TIPS & TRICKS

Think you've got what it takes to beat the *Tips & Tricks* editors at our own game? Test out these codes for yourself; if you're the first person to tell us exactly what they do, we'll send you your very own *Tips & Tricks* cap and print your name right here so all the world will know that you were the one who solved the mystery. No guesses, now—you must describe the difference in the game that results from entering the code so we can verify that your answer is correct. Send your answers to:

Tips & Tricks Mystery Codes
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

Please note that these codes may not have any effect at all; there's a very strong possibility that they were left in the games inadvertently or that their effects were intentionally disabled before the games were released. However, we invite you to prove otherwise.

TIPS & TRICKS (ISSN 1090-641X), Volume XII, Issue 11, October 2005. Published monthly with two exceptions (twice in May and twice in October) by L.F.P., Inc., 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. Copyright © 2005 by L.F.P., Inc. All rights reserved. Nothing herein may be reproduced in whole or in part without written permission of the publisher. Return postage must accompany all manuscripts, photos, drawings, etc. If they are to be returned, and L.F.P., Inc. assumes no responsibility for unsolicited material. All letters sent to *Tips & Tricks* will be treated as unconditionally assigned for publication and copyright purposes and as subject to *Tips & Tricks*' right to edit and comment editorially. SUBSCRIPTION INFORMATION: For subscription customer service, call (800) 621-8977. Basic annual price is \$24.95. A one-year U.S. subscription is \$19.95 (12 consecutive issues). Foreign subscriptions add \$10.00 U.S. funds per year. Single copy: \$5.99. Change of address: Allow six weeks advance notice and send in both your old and new addresses. ATTN: POSTMASTER: Send change of address to *Tips & Tricks*, P.O. Box 16868, N. Hollywood, CA 91615-9359. Periodicals postage paid at Beverly Hills, California, and at additional mailing offices. Address all advertising materials to Ad Production, *Tips & Tricks* Magazine, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. *Tips & Tricks* is registered in the U.S. Patent and Trademark Office by L.F.P., Inc. All other trademarks are the property of their respective owners. Printed in the USA.

**You Can't Escape
the Infection Within**

SCURGE HIVE

...48 hours ago a distress signal was sent from a remote
research lab studying a virulent organism identified as the "Scurge".

www.orbitalmedia.com/scurge

©2005 Orbital Media, Inc. Scurge: Hive is a trademark of Orbital Media, Inc. All Rights Reserved.
Licensed by Nintendo. TM ® and Game Boy Advance are trademarks of Nintendo. ©2001 Nintendo.
TM, ® and Nintendo DS are trademarks of Nintendo. ©2004 Nintendo. The ratings icon is a registered
trademark of the Interactive Digital Software Association.



**GAME BOY ADVANCE SP
NINTENDO DS**

LEGEND OF KAY™

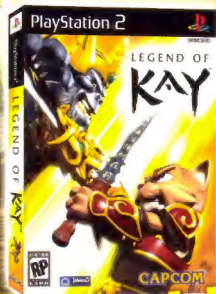
Take on the role of Kay,
a young apprentice working to master
martial arts and save his once
peaceful village from menacing foes.



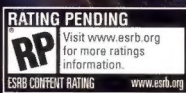
Use powerful weapons and cool
Kung Fu skills to defeat enemies



Lush detailed environments to explore



Available
September 2005



PlayStation 2



© 2005 JoWood Productions Software AG. Developed by NEON Studios. All Rights Reserved. Published by CAPCOM ENTERTAINMENT INC. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. LEGEND OF KAY is a registered trademark of JoWood Productions Software AG. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks are owned by their respective owners.

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!